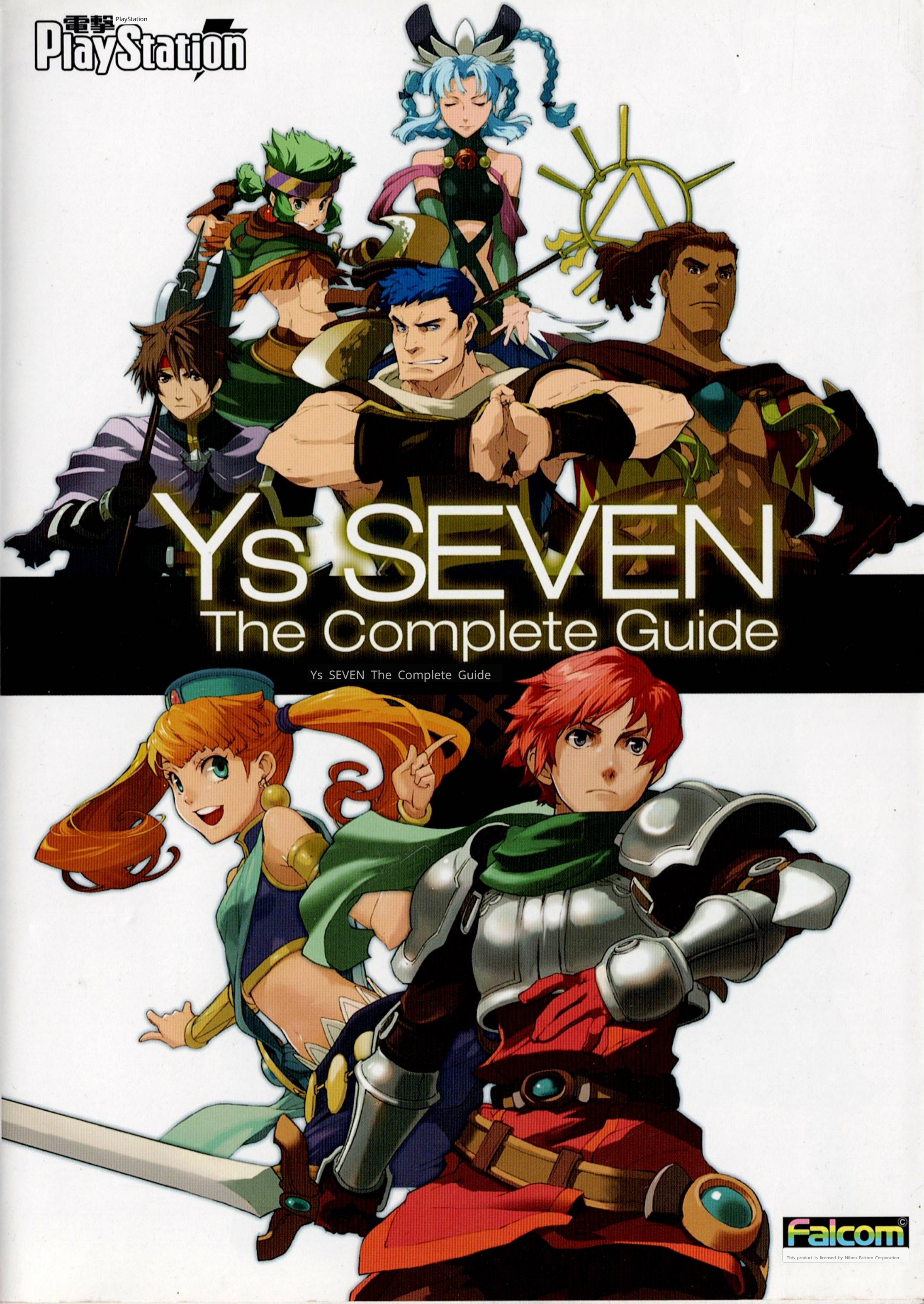
電撃PlayStation

Ys SEVEN
The Complete Guide



Falcom
This product is licensed by Nihon Falcom Corporation.

Ys SEVEN The Complete Guide

Ys SEVEN The Complete Guide

CONTENTS

Ys SEVEN The Complete Guide

System Explanation

Game Overview

Basic Knowledge in This Work ······ 004
Party Formation ······ 006

Combat System

Three Types of Attack Attributes ······ 008
Combat Actions ······ 009
Status Abnormality ······ 011
Stun and RUSH / Battle Rewards ······ 012

Items

Item Classification ······ 013
Synthesis / Adventure Log ······ 014

Character Guide

There are a total of 9 characters who become companions ······ 015
Adol=Christine ······ 016
Dogi ······ 018
Aisha ······ 020
Gash ······ 022
Elk ······ 024
Mustafa ······ 026
Myshella ······ 028
Sigrun ······ 030
Crusche ······ 031

Technique

Combat Techniques to Remember ······ 032
Techniques to Increase Rewards and Experience Points ······ 035
How to Complete the Adventure Log ······ 036

Story Walkthrough

Story Walkthrough

World Map Guide ······ 038
Chapter1 Shrine of Beginnings ······ 040
Chapter 2: The Great Tree of Shanua ······ 044
Chapter 3 The Temple of Flame ······ 054
Chapter4 Underground Sewers ······ 065
Chapter5 Sanctuary of Wind ······ 068
Chapter6 Edna's Homeland ······ 076
Chapter7 Three Sacred Grounds ······ 083
Earth Sacred Ground ······ 085
Sanctuary of Flame ······ 090
Sanctuary of Wind ······ 094
Chapter 8 Sanctuary of the Sea ······ 102
Chapter 9 Sanctuary of the Moon ······ 112
Chapter10 Well of Souls ······ 114

Quest Strategy

Understanding the Quest Mechanism / Quest Data ······ 126

Data Analysis

Item-Related Data

Equipment Data ······ 132
Menu Item Data ······ 138
Synthesis Data ······ 140
Material Data ... ······ 142
Shop Data ······ 144

Monster Data

Detailed Data of All 140 Types of Monsters Included ······ 146

Important Column Highlights

Systems Available Increase as the Story Progresses ······ 005
Companions change during story progression ······ 006
Adol can use weapons of all attributes / Damage multiplier in boss battles ······ 008
Synthesis only possible in Iska's Hidden Village ······ 014
Altago's Five Great Dragons - Setting Image 1 ······ 159

System Explanation

SYSTEM EXPLANATION

SYSTEM EXPLANATION

Game Overview

This section summarizes the basic elements you need to know to progress through the game. Since the system has been revamped from the previous title, both series beginners and experienced players should definitely check it out.

Basic Knowledge in This Work

This work is an action RPG depicting the adventure of the protagonist, Adol. Players control Adol and his companions, overcoming battles with formidable enemies and various intricate mechanisms. At the start of the game, you will set the difficulty level. The difficulty significantly affects enemy strength and the rewards received, as well as the maximum number of healing items and five types of elixirs that increase various stats you can carry at once (see P. 138). The difficulty chosen here cannot be changed until the game is completed, so it is recommended to play HARD or above only after becoming familiar with the game.

Changes by Difficulty

Changing Elements	EASY	HARD	NIGHTMARE
Damage from Enemies	0.5×	1.25×	1.5×
Damage from Gimmicks	0.25 times	1.25×	1.5×
Damage to Enemies	1.25×	1.0 times	0.9 times
Enemy HP	0.8 times	1.075 times	1.15 times
Stun value dealt to enemies	1.2 times	0.85 times	20.7 times
SP acquisition amount	1.3 times	0.9 times	0.8 times
EXTRA acquisition amount	1.25 times	0.85 times	0.7 times
Gold acquisition amount	1.25 times	0.75 times	0.5×

* NORMAL is set as 1

The game progresses through three types of maps

The game broadly progresses by moving back and forth between three types of maps: City, Field, and Dungeon. Each map has the following characteristics, and especially in the City Map, basically City Map

no combat occurs, and combat actions other than evasion cannot be performed. In this guide, for convenience, the story progression is explained divided by Chapter (P038). "Field Map

Besides being deeply involved in story progression, it is an adventure base where you can purchase items and perform synthesis. There are a total of five Cities and Villages.

A vast Field where monsters appear. There are also gathering spots scattered around where you can obtain basic materials for synthesis, such as iron ore.

Dungeon Map

A complex and confusing map where a powerful boss awaits at the deepest part. It mainly exists in conjunction with each village and also has resource gathering locations.

Quest Acceptance

Quests mainly accepted on City Maps (p.126) provide rewards upon completion. Since there are also valuable items, be sure to undertake them.

Among the many quests, there are some difficult ones that cannot be cleared unless you thoroughly search all over the world.

4 Explanation of Various Abilities

Camp Menu Screen

EQUIP screen

戦闘画面

Camp Menu Screen

1 Character Name
2 Attack Attribute: The attack attribute of the equipped weapon (P.008)
3 Lv: Character Level
4 HP Indicates the character's health. Displayed as current value / maximum value, and when the current value reaches 0, the character becomes incapacitated. The bar at the bottom shows the ratio of the current value.
⑤ EXP Current experience points
6 NEXT Experience points required to reach the next level
7 Extra Skill: Acquired EXTRA Skills
8 Support Ability: Indicates the content and correction multiplier of the party support effect
9 Money Held: Current amount of money held. The unit is Gold

EQUIP screen

1 Weapon: Equipped weapons (Sword, Fist, Bow, Axe Lance, Staff, Great Hammer, Dual Blades)
2 Armor: Equipped body armor (Armor, Light Armor, Clothes)
3 Shield: Equipped arm armor (shield, bracelet)
4 Accessory: Equipped accessories
5 Item Info: The ability values increased by that equipment item
6 Skill: Equipped skills. An × on the icon means the AI will not use it Skills set in the menu (P.006)
7 Lv Skill level. Maximum is Lv10
SP consumption when using BSP skills
9 STR: Attack power. Affects damage dealt
10 DEF: Defense power. Affects damage received
1 DEX: Accuracy. Affects hit rate and critical hit rate when attacking
12 AGL: Evasion rate. Affects evasion rate and critical hit rate when attacked

戦闘画面

1 DAMAGE: Total damage dealt to enemies (monsters)
2 Player: Damage dealt by the controlled character
3 Friend: Total damage dealt by non-controlled characters
4 Hit: Total number of attack hits
5 Stun: Total stun value dealt
6 SP: Increased SP
7 Obtained Materials: Materials obtainable from monsters shown by icons
8 Stun Gauge: Indicates the percentage of the monster's stun value. When this fills up, the monster becomes stunned
9 HP: Monster HP percentage displayed by gauge
10 Minimap: Displays the minimap around the current location
11 Oxygen Gauge: Appears when underwater. Decreases over time, and when depleted, maximum... Taking continuous damage equal to 1/3 of HP will immediately cause incapacitation.
12 Money on hand: Current amount of money held. The unit is Gold.
13 EQUIP Equipped EQUIP Items Indicates (P.013).
14 Controlled Character Information: Displays the controlled character's face graphic, Level, and HP. The gauge below shows HP on top and EXP on the bottom.
15 SP Gauge: Displays the amount of SP. Can accumulate up to 100 points (1 block equals 10 points).
16 EXTRA Gauge: Displays the amount of EXTRA. Can accumulate up to 100%. Skill
17 Information: Shows icons of equipped skills and their SP consumption.

Systems Available Increase as the Story Progresses

In this work, as the story progresses, the number of usable systems gradually increases as shown in the table. Some of these expand tactical options further, so when new systems become available, consider adjusting your party composition and equipment. 利

Also, when new systems are added, review things such as your setup.

Various SYMBOL items (P.013) are key. These can always be obtained through game progression, so there is no need to worry about missing them.

▶ Systems added or enhanced through story progression.

1	Additional Feature EXTRA Skill (Lv1) becomes usable
	Acquisition Time Obtain the Moon Seal in Chapter 1-3 → P.040
2	Additional Feature Party Support Effects become usable
	Acquisition Time Obtain the Earth Seal in Chapter 2-5 → P.044
3	Additional Feature Spatial Displacement becomes possible on the Altago Map
	Acquisition Time Obtain the Flame Seal in Chapter 3-7 → P.054
4	Additional Feature High-Speed Charge for Charged Attacks becomes usable
	Acquisition Time Obtain the Wind Seal in Chapter 5-5 → P.068
5	Additional Feature EXTRA Skill is upgraded to Lv2
	Acquisition Time Obtain the Sea Seal in Chapter 6-2 → P.076

▶ Spatial Displacement on the Altago Map

1 Spatial Displacement, which allows instant travel to any monument, is extremely convenient.

System Explanation
"Story Walkthrough
Data Analysis
Game Overview

Party Formation

In this work, the compatibility between weapon attack attributes and monster weaknesses is extremely importan t. Therefore, players will frequently switch controlled char acters during battle. Additionally, each character possesse s special abilities called party support effects that provide advantages in combat. Taking these into account, it is ad visable to carefully organize your party.

Not only the ability va lues, but also the attack a ttributes and party suppor t effects should be unders tood.

Active Members and Waiting Members

In this game's combat, you select 3 battle members from a total of 7 characters. Among them, only one ch aracter can be controlled by the player during battle. T he other two are non-controlled characters operated by AI, acting according to the rules shown in the table o n the right, with certain adjustments applied. The contr olled character and non-controlled characters can be in stantly switched using the □ button.

Therefore, use them appropriately according to the battle situation.

Although non-controlled characters cannot be operat ed as the player wishes, they generally do not become incapacitated and have longer invincibility frames duri ng evasion, making them very advantageous defensivel y. Incorporating this characteristic into your tactics can sometimes make battles easier to manage.

Characters other than the 3 battle members become standby members who do not participate in combat, but they automatically receive 50% of the experience poin ts when enemies are defeated and will level up accordingly.

You can set fro m OPTION which enemies the two n on-controlled chara cters target.

Characteristics of Battle Members & Standby Members

Battle Members	Control	Free control is possible
		Only skills equipped in the EQUIP screen can be used
		Obtained EXP is 100%
	When not controlled	When the controlled character attacks an enemy, they attack together (damage dealt is reduced)
		Does not become incapacitated
		Damage received from enemies is halved
		When HP becomes 1, focus on evasion
		The invincibility time during evasion is long (11 frames)
		If the controlled character uses a skill, skills are used together (randomly used within a range that does not greatly exceed the SP consumption of the skill used by the controlled character)
		Skill settings for use on the EQUIP screen are possible. Skills not equipped can also be used.
		The tendency to target enemies can be set from "OPTION".
		Acquired EXP is 100%
Waiting members		Acquired EXP is 50%

* 1 frame = 1/30 second

Even standby membe rs can obtain 50% of th e experience points. Lev els may suddenly increa se during battle.

Companions change during story progression

In this work, as the story progresses, the character switches from Mustafa to Crushe as shown on the right... Party members are replaced. However, basically, the abilities of the previous characters are inherited, so there is no need to worry. C heck the detailed changes on pages 030 to 031.

The performance of skil ls basically does not chang e. There is no particular ne ed to be conscious of char acter changes.

Timing of Replacement
Chapter7B-10 (P.090)

Replacement of Aisha and Sigrun

Timing of Replacement
1 Chapter7A-4 (P.085)
2 Chapter8-3 (P.102)

Party Support Effects

Party Support Effects are special abilities that provide constant benefits simply by including the character in the battle members. Each companion has different Party Support Effects, and the correction multiplier is enhanced as the character levels up, as shown in the table on the right. Since these effects have a significant impact on battles, careful consideration should be given when selecting battle members to include. Furthermore, the effects of all three battle members are activated, and they can be combined with accessories that have similar effects.

Party Support Effect List

Character Name	Effect	Correction Multiplier
Adol	Increase in Attack Hit Rate	1.05~1.25 times
Doggy	Increase in Stun Value Dealt	1.10 1:50 倍
Aisha & Sigrun	EXTRA Acquisition Amount Increase	1.32~2.00 times
Gash	Experience Points Acquisition Amount Increase	1.09 1:20 倍
Elk	Gold Acquisition Amount Increase	1.11~1.30 times
Mustafa & Crushe	Increase in Damage Dealt	1.19~1.50 times
Maishera	Decrease in Damage Received	0.93~0.80 times

Character Level Up

When each character's experience points reach a certain value, they automatically level up, increasing their various stats. Each character has specific stats that tend to increase more easily, so please refer to the Character Guide starting from P.015 for detailed information on each.

Additionally, leveling up has the benefit of fully restoring HP to its maximum value. This is especially useful during dungeon exploration

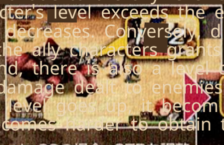
When a prolonged battle like a raw fight is expected, it becomes an important healing element.

Benefits of Leveling Up

- Various ability values increase
- The correction multiplier for party support effects rises
- HP is fully restored

Level Correction

In this work, enemies also have levels set, and due to the ally level correction, damage differences occur. If a character's level exceeds the enemy's level, the amount of experience gained decreases. Conversely, defeating enemies whose level exceeds that of the ally characters grants more experience than usual. On the other hand, there is also a level correction where, even if STR is the same, the damage dealt to enemies increases as the character's level rises. As the level goes up, it becomes easier to defeat enemies, but experience becomes harder to obtain than at Lv50. However, the damage is greater.



➡Lv60の場合。STRを調整

◆Example of damage dealt by Adol raised to Lv50 when performing a slash attribute attack.

Game Over

When the controlled character becomes incapacitated, the game automatically switches to a non-controlled character. If all battle members become incapacitated, it results in a game over. On the game over screen, you can choose from "Retry," "Load," or "Return to Title." Among these, "Retry" usually restarts the game from the state when you last touched a monument, but if you get a game over during a boss battle, it restarts from the state at the beginning of the battle.

◆Game Over One screen. Hopefully, you won't have to witness this.

Restart Points When Retrying

- Total party wipe in boss battle → At the start of the boss battle
- Total party wipe outside boss battle → At the last touched monument

◆Retry Point Monuments. They are scattered throughout the world, so be sure to touch one when you find it.

System Explanation
Story Walkthrough
Data Analysis
Combat System

Combat System

The Ys series is a landmark in action RPGs. Naturally, this title inherits that legacy.
Let's understand the various systems that form the foundation of its challenging combat.

Three Types of Attack Attributes

Allies' attacks have three types of attack attributes: Slash, Strike, and Shoot. Many enemies have weaknesses corresponding to these, and the damage dealt varies greatly depending on the attack attribute. Additionally, if you attack an enemy weak to Shoot with a Strike attribute attack, the attack will always Miss, which greatly affects combat. By understanding each attribute and its characteristics, aim accurately at enemies' weaknesses.

Attack Attributes by Character

Types of Damage

Weakness
502 When attacking with an attribute that is the enemy's weakness, the damage is displayed in yellow text. Since you can deal significant damage, continue attacking with that attribute. No Weakness

208 When attacking an enemy without a weakness, the damage is displayed in white text. Since there is no difference in damage regardless of the attribute used, you can fight without worrying about attributes. ▶Bad Atk

When attacking an enemy with a weakness using an attribute other than the weakness (see the table below), SP can be obtained, but the damage will be 0.05 times (increasing to 0.5 times when stunned). ▶Guard&Miss

Miss When an attack does not hit or when attacking an enemy with a weakness using an attribute other than the weakness (see the table below), no damage is dealt, and SP cannot be obtained.

Damage Variation by Attack Attribute

Attack Attribute \ Enemy's Weakness Attribute	Slash	Blunt	Projectile
Slash	Weakness	Bad Atk	Bad Atk※
Blunt	Bad Atk	Weakness	Miss
Projectile	Bad Atk	Guard	Weakness

※ The probability of Miss also increases

Adol can use weapons of all attributes

From Chapter 7 onwards, weapons with Shooting and Striking attributes for Adol appear. By equipping these, only Adol can switch between three attributes. Also, in Chapter 10, the strongest weapon for Adol, Karioshirion, which can only be synthesized in the hidden village of Iska, is the only weapon that combines Slashing, Striking, and Shooting attributes, allowing it to deal effective damage to any enemy.

Damage Multipliers in Boss Battles

Bosses, boss parts, and support monsters that appear in boss battles do not have weaknesses. However, instead, compatibility with each character may be set, applying a multiplier to the damage dealt. When compatibility is particularly good and the damage multiplier is 1.3 or higher, the damage numbers are displayed in yellow. Conversely, if the damage multiplier is 0.75 or lower, the numbers are shown in blue.

Objects that can be destroyed by attacks

In fields and dungeons, there are objects that can be destroyed by attacks. By breaking such objects, you can obtain SP or remove obstacles that block your path. You will be able to enter areas you did not stop at. Basically, objects can be destroyed by attacks of any attribute, but rocks can only be destroyed by strike attribute attacks.

Can only be destroyed by attacks with the Strike attribute. Behind the rock there is a hidden treasure chest, which often contains valuable items.

▶ Monster Eggs and Grass

Can be destroyed by attacks of any attribute. If there are obstructive objects, destroy them to proceed. Grass can be passed through without destroying it.

Combat Actions

The core combat of this work features a variety of actions. In addition to normal attacks and charged attacks, there are also defensive measures such as evasion and guarding. I want to master its use. Also, the most varied skills can be leveled up, so understand the system and connect it to increasing your combat power.

Normal Attack

Pressing the ◯ button performs the most basic attack method. The damage dealt is smaller than other attacks, but the action is fast and can be performed consecutively. Normally, you can perform 3 to 6 consecutive hits, but Aisha and Myshella's ranged attacks have no limit on the number of consecutive hits. Features of the normal attack:

- Fast action and can be used consecutively
- Damage is relatively small
- SP accumulates slightly

Charged Attack

By holding down the ◯ button for a certain period and then releasing it, you can perform this attack. It is impossible to execute it consecutively, but you can move freely while charging, and you can also charge in advance during the use of skills or normal attacks. The biggest advantage is that it accumulates a large amount of SP. Characteristics of Charged Attacks

- Requires charging for a certain period
- Damage is relatively high
- SP accumulates significantly

Flash Guard

Press the R button while pressing the L button Guard Mechanism

You will take a guard motion, and success or failure is judged according to the mechanism described on the right. Attacks from behind or the side, as well as ranged attacks (such as fireballs or lasers), can also be guarded. For 1.6 seconds after a successful guard, attacks become critical (damage is lower than normal critical hits).

The timing for a successful guard is quite strict, and if the timing is off, it will fail. Attacks received immediately after this will become critical hits, so be sure to judge the right moment to use it.

Guard Start!!!

Perform the guard motion ↑. For 7 frames (1 frame is 1/30 second), all attacks from all directions can be guarded.

"Success!"

◆If attacked within 7 frames, success occurs. SP and EXTRA increase without taking damage.

Failure...

◆Guard fails if no attack is received. Attacks received immediately afterward will become critical hits.

Evasion

Press the button to quickly move in any direction. There is a brief invincibility period at the start of the motion, allowing you to avoid enemy attacks. There are two types of motions: short jump and forward roll, but there is no difference in performance.

◆Movement speed is very fast. It is advisable to always be prepared to evade.

Critical Occurrence

Critical hits can occur not only when guarding succeeds or fails but also at other times. Basically, the damage received or dealt becomes about twice as much.

⬆The higher your DEX and the lower the opponent's AGL, the easier it is for critical hits to occur. The same applies to critical hits from enemies.

Skill

Skills are special attacks that consume SP. Each has different effects, such as inflicting status ailments on enemies or granting invincibility frames. When the player character uses a skill, it must be equipped in the EQUIP screen of the camp menu. Skills are assigned to each weapon, and you learn a skill when its skill level reaches 1. Once learned, the skill can be used even if you change weapons.

The SP gauge has a maximum of 100 points, and EXTRA accumulates according to the amount of SP consumed.

Skill Features

- Powerful attacks that consume SP when used
- Some have special effects such as inflicting status ailments on enemies
- EXTRA accumulates

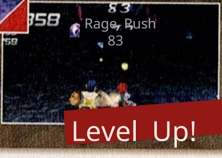
Methods to Accumulate SP

- Hit with normal attacks (SP increase: small)
- Hit with charged attacks (SP increase: large)
- Destroy objects (SP increase: 1)
- Use Dragon Energy Droplet (SP increase: 100)
- Successfully defend (SP increase: 15)

Skill Level Up

When a skill is used, the experience points of that skill increase by 1. When the skill experience reaches a certain value, the skill levels up (maximum level is Lv10). As the level rises, attack power, number of hits, and motions change, making the skill stronger. Additionally, if the skill used is the same as the skill set on the equipped weapon, the skill experience gained is increased by +1. Skill experience can also be gained when non-player characters use the skill.

◆Rise Slash up to Lv4. Although it has high power, it only hits once.



Damage per hit. At Level 5, the power-up decreased, but it hits twice.

EXTRA Skill

EXTRA Skill is a super powerful attack that can be used when EXTRA reaches 100%. It deals massive damage in a single use but consumes all EXTRA, so it should only be used at critical moments. EXTRA accumulates over time and also gradually increases by using skills. The more SP a skill consumes, the more EXTRA accumulates, so actively use skills.

◆Adol's EXTRA skills have a wide attack range and can hit multiple enemies and enemy parts.

Features of EXTRA Skills

- Use by consuming all EXTRA
- Can deal damage exceeding that of skills

Methods to Accumulate EXTRA

- Use skills
- Successfully defend (EXTRA increase: 3%)
- Time passes

Special EXTRA Skills

Gash and Elk's EXTRA skills do not directly attack enemies. Gash summons fairies to attack together, while Elk becomes invincible for a certain period and can deal damage by ramming. The usefulness of both EXTRA skills can increase or decrease depending on the player's operation.

Acquisition and Level-Up of EXTRA Skills

At the very beginning of the game, EXTRA Skills cannot be used, but they are acquired and become usable as the story progresses. Furthermore, EXTRA Skills can be enhanced up to Lv3 through story progression. However, the EXTRA Skills of Dogi and Gash will not reach Lv3 unless specific quests are cleared.

Timing of EXTRA Skill Level-Up

Level	Level-Up Timing
Lv1	Chapter 1-3 P.040
Lv2	Chapter6−2→P.076
Lv3	Varies by Character → P.015

Status Abnormality

There are eight types of status abnormalities th at can be inflicted by enemy attacks. All recover over time, but it is better to heal with an Elixir b efore the damage worsens. However, if there is a nearby monument, touching it is the optimal wa y to recover. Eight types of status abnormalities

This serves as a means. Also, by equipping specific accessories, you can completely prevent corresponding status abnormalities, or conversely, inflict status abnormalities on enemies during attacks. Please refer to the table below for details.

効果	Receive damage every 2 seconds equal to (level^0.3) × 1.5
Duration	30 to 60 seconds
Preventive Accessories	White Snake Ring, Silver Snake Ring
Granting Accessories	Poison Ring

Burn

Effect	Receive damage every 1 frame (1/30 second) equal to (0.1% of max HP) 450
Duration	3 seconds
Preventive Accessories	Asbestos Scarf
Granting Accessories	Flame Ring

"Curse

効果	Become Unable to Attack
Duration	5~10 seconds
Preventive Accessory	Protective Beads
Granting Accessory	–

Freeze

効果	Become unable to act. All received attacks will become critical hits.
Duration	1.5~3 seconds
Preventive Accessories	Scorching Eyes
Granting Accessories	Ice Ring

Petrification

Effect	Becomes unable to act. Defense increases, but critical hits cause heavy damage. Moving the analog pad accelerates recovery.
Duration	10~20 seconds
Preventive Accessories	Gold Pendant
Granting Accessories	Stone Ring

Overweight

Effect	Movement speed decreases. However, due to wind or water currents, the character will no longer be swept away.
Duration	20~30 seconds
Preventive Accessories	Silver Feather Ornament
Granting Accessories	Gravity Ring

Confusion

Effect	Moves in the exact opposite direction of the input. For non-controlled characters, the movement direction changes randomly.
Duration	10~30 seconds
Preventive Accessory	Rune Pierce
Granting Accessory	Rune Ring

Anger

Effect	Enemy's STR increases and DEF decreases. Occurs only with Mustafa's and Kurushe's skill "Provoke".
Duration	Approximately 7.5 to 40 seconds
Preventive Accessory	–
Granting Accessory	–

※ The White Talisman can prevent all status abnormalities

Only effective medicine. Keep it on hand. ◆ The only way to recover from status abnormalities is 万

A special abnormal status that occurs in battle. "Anger" is caused by specific skills used by enemies.

Incapacitation and HP Recovery

HP reduced by battles or damage-triggering mechanisms is basically recovered using healing items or monuments. However, it is also possible to gradually recover HP by staying still without moving on the field (resting). Resting is generally not possible in dungeons, but there are rare restable areas with a field-like atmosphere. Additionally, full recovery upon leveling up should be utilized. When incapacitated, recovery can be done by touching a monument or using one of Kamika's Elixir, Chiguru's Elixir, or Maomu's Elixir.

Methods of HP Recovery

- Healing Items
- Monuments
- Rest
- Level Up
- HP Recovery Effect of Some accessory

◆ When falling into a state of incapacitation, the battle situation quickly becomes unfavorable. To recover, always keep the secret medicine at the maximum amount purchased.

Stun and RUSH

There are special states that occur only to enemies: Stun and RUSH. Stun causes the enemy to become incapacitated, allowing us to attack unilaterally. There are many benefits as explained below. RUSH is a special state set only for some bosses and if you succeed in removing RUSH, you can put them into a Stun state, but if you fail, you will experience the thrill of receiving a powerful RUSH attack. Details will be explained below.

Stun

When the Stun gauge at the bottom left of the screen is filled to the maximum by attacks, the enemy enters the Stun state. Enemies in the Stun state cannot act until the Stun gauge is depleted. Also, while the enemy is stunned, the amount of SP obtained increases by 1.67 times (3 SP is gained when a normal attack hits), and the EXTRA increase amount when a skill hits becomes 1.5 times.

Let's actively aim for it. ★Stun can give you an advantage in battle.

RUSH

RUSH, which occurs only in certain boss battles, is resolved by a success or failure judgment according to the following flow. If the解除 succeeds, the boss becomes stunned; if it fails, we receive a RUSH attack. To解除, a short You need to deal massive damage within a limited time, so launch maximum attacks to aim for解除. By the way, the content of RUSH varies by boss, so please refer to the攻略 pages for each boss starting from P.038 for details.

RUSH Flow

RUSH Activation

When this mark appears on a part of the boss's body, RUSH activates. A time limit and a "WARNING!" gauge are displayed. Dealing damage to the boss reduces the gauge (the text color turns gray).

Did you reduce the "WARNING!" gauge to 0 within the time limit?

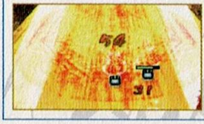
YES →

解除 Success

When解除 is successful, the boss will必ず enter a stun state. Like a normal stun state, this is a chance to deal massive damage, so actively launch attacks.

NO →

解除 Failure



If解除 fails, a powerful RUSH attack will be triggered. If you aim for解除 until the last moment and fail, you will take massive damage, so it is also a strategy to give up halfway and focus on healing or evasion.

Battle Rewards

When enemies are defeated, party characters automatically gain experience points (non-combat members gain 50%). Also, enemies drop gold and materials upon defeat, which can be picked up and collected. If not picked up within a certain time, the dropped rewards will disappear, so try to collect them as quickly as possible. Additionally, attacking enemy corpses increases rewards further, so attack them as much as possible. Using charged attacks also increases SP, making it efficient).

These rewards can also be further increased by accessories and party support effects (P.035).

Accessories That Increase Rewards

Reward	Accessory Name	Effect
Experience	...agon Knight's Embl...	Experience gained becomes 1.25 times
Gold	Thie...s Gloves	Gold ...pped by enemies becomes 1.5 times
Item	Luck... Medallion	Rare item acquisition rate increases (P.035)

Items

Various essential items for adventure. In this work, the usage methods of items differ by category, so it is important to understand the characteristics and usage methods of each.

Item Classification

This work features various items such as equipment and materials. These can be managed and viewed from the camp menu's INVENTORY. In the INVENTORY screen, by placing the cursor on the item name and pressing the △ button, you can also discard items. However, there is no particular benefit to discarding items, so it is more economical to sell them at shops.

In the INVENTORY screen, recovery-type tools and other items cannot be used directly. Usable items must be selected and used from the item menu, which opens by pressing the △ button on the map.

Classification in INVENTORY

Category Name	Representative Items	Item Menu
Equipment	Weapons equipped by each character, Body Armor, Arm Armor, Accessories	—
Tools	Consumables such as healing tools and various elixirs usable from the Item Menu	USE
Material	Items such as iron ore, beast hides, and spring water used for synthesizing equipment, goods, and tools.	—
other items	Various items other than US EVENT and other items listed in the item menu. Details are explained below.	EVENT SYMBOL

Item Menu

The item menu can also be opened during battle, and since recovery-type tools are used from here, it will be frequently utilized. Each item is classified into four different categories by usage, which differ from the INVENTORY. The contents of each category are explained below, but for the effects of individual items, please refer to P.138.

◆Opened the item menu. Items are arranged by category.

Classification in the item menu

USE

Representative items
▶ Iko's Medicine

Consumables including recovery-type tools. Some items have possession limits. Includes five types of elixirs that increase various stats.

▲ Healing items including Iko's medicine
Recovery-type tools are essential for the journey. Purchase up to the possession limit.

EVENT

Representative items
▶ Tsukuyomi's Bell

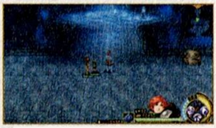
Usable on the map, but not consumed and can be used repeatedly. Some can be used anywhere, while others only in specific locations.

↑Many are used at locations marked with a "?" to advance events.

EQUIP

Representative items
▶ Sea God's Amulet

Items that continuously exert specific effects while equipped. You can check which items are currently equipped by the icons at the bottom of the screen.



▲ When equipped with the Sea God's Amulet, the oxygen gauge will no longer appear underwater, allowing you to avoid taking damage.

SYMBOL

Representative Item
▶ Mark of the Sea

An item that grants specific effects just by possessing it. It cannot be used, but you can check what benefits the current party is receiving.

▲ By obtaining the Mark of the Sea through story progression, the EXTRA Skill is enhanced to Lv2.

Synthesis

Synthesis available at various shops allows you to combine 1 to 4 types of materials to create new items. If you have the required number of materials for the item you want to make and pay the synthesis fee, you can obtain that item. Synthesis Process

The types of items that can be created through synthesis are added once you obtain the key material (the first listed required material), and synthesis becomes possible at any shop.

Material Procurement

◆You can get materials from gathering spots across various locations. Basically, wait 80 seconds before you can obtain them again.

→Defeat enemies to collect materials. By attacking the corpses, you can obtain even more materials.

Synthesis at Shops

↑Once the necessary materials are gathered, synthesis is possible at the shop. Since synthesis costs gold, be sure to prepare enough gold as well.

Synthesis only possible in Iska's Hidden Village

The items that can be synthesized basically increase depending on the materials you have obtained, so there is no difference between shops in any town. However, the shop located in Iska Village (Synthesis Workshop) is an exception. By accepting Quest ⑩ (P.128) here, you can synthesize five types of elixirs that raise various ability values. Also, if the story progresses to Chapter 10 (P.114), you will be able to synthesize the strongest weapons for each character. Collecting the materials required for synthesis is quite a challenge, but it is well worth the effort.

Timing When Synthesis Becomes Available

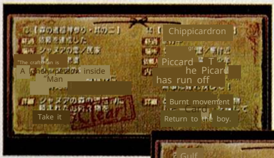
Five Types of Elixirs	Chapter 7-2 P.083
Strongest Weapons for Each Character	Chapter 10-1 P.114

⬅Although it is called the Synthesis Workshop, it sells various items just like a regular shop.

Adventure Log

The Adventure Diary can be accessed from the item menu. It allows viewing various data such as monsters encountered and quests accepted. Among them, monsters

It is an extremely difficult task to unlock all elements of the Star. If you can unlock the entire Adventure Log, it would not be an exaggeration to say that you have mastered this work completely.



⬅ Even within quests, those that have been cleared will be stamped with a "Clear!" mark.

→ Be careful as there are elements that will open by experiencing the tutorial!

Conditions for Unlocking the Adventure Diary

Item	Unlock Conditions
Monster DROP	・Each time the same enemy is defeated 5 times, one element is randomly unlocked is unlocked even when an item is obtained ・All boss monsters are unlocked upon defeat ・No.135~140 are unlocked at the start of battle
Synthesis	・Unlocked when added to the synthesis menu in the shop
Quest	・The quest opens at the time of acceptance, and upon clearing it, "Clear!" is displayed; if failed, "Failed" is shown.
Help	・Help and related items that have been viewed once will open ・All will open even if the tutorial is skipped

Character Guide

Detailed data on the basic abilities, skills, and EXTRA skills of the nine characters, including the protagonist Adol, are provided.
Use this to thoroughly understand the characteristics of the characters and aid your adventure.

There are a total of 9 characters who become companions

The characters who join change according to the story progression, but ultimately the party consists of seven members excluding Mustafa and Sigrun. Adol cannot be removed from the battle members, so from the remaining six, two characters are selected.

Select characters for the battle members. When choosing battle members, considering attack attributes, party support effects, and learnable skills is fundamental. Refer to the character guide to decide the best members.

Character Features

Name	Attack Attribute	Initial Joining Timing	Party Support Effects	Features
Adol	Special	Chapter1－1	Attack hit rate increases	Can equip weapons of all attack attributes
Dogi	Strike	Chapter1－1	Stun value dealt increases	HP and STR grow the most
Aisha	Shoot	Chapter3－1	EXTRA acquisition amount increases	Normal attacks and charged attacks have long range
Gash	Slash	Chapter6－2	Experience points gained increases	Can use special EXTRA skills
Elk	Slash	Chapter2－4	Gold acquisition amount increases	Skills make it easier to collect rare materials
Mustafa	Strike	Chapter3－5	Leaves the party by switching	with Crushe, who increases damage dealt
Myshella	Shoot	Chapter5－4	Damage received decreases. Charged	attacks have longer range and track targets
[Siglune	Shooting	Chapter 7A-4 or 7B-3	EXTRA acquisition amount increases	Leaves the party by switching with Aisha
Crusche	Striking	Chapter 7B-10	Damage dealt increases. Skills	can raise the STR of battle members

How to Read the Character Guide

1 Name: Character's Name

P Profile: Introduces the character's background and settings

1 Illustration: Introduces the character's standing portrait and face patterns

4 Basic Abilities: Introduces the character's fundamental abilities and combat behavior.

The following are the items summarizing various ability values in the basic ability data

Weapon... Types of weapons that can be equipped

Attack attribute: The attack attribute of the character. If it changes depending on the equipped weapon, "Special" is indicated.

Body Armor Arm armor: Types of armor that can be equipped.

Party support effects: Types of party support effects.

Movement speed: The speed when running. Adol's movement speed is set to 100, and the movement speed of each character is calculated accordingly.

Invincibility time during evasion: The invincibility duration during evasion actions. One frame equals 1/30 second. Various ability values: Ability values at entry, Level 50, Level 99, and the correction multipliers of party support effects are listed.

Day Normal Attack/Charged Attack: Explanation of normal attacks and charged attacks. When normal attacks can be performed consecutively, the maximum number of attack hits is indicated.

B Skill: Explanation of skills that characters can learn. The meanings of the detailed skill data items are as follows.

Skill Name: The name of the skill

SP Consumption: The amount of SP consumed when using the skill

Lv: Skill level. Power and other attributes change depending on the skill level. Data is provided for three stages: Lv1, Lv5, and Lv10.

Power: The power of the skill. The power of Adol's Lv1 Rise Slash is set as 100, and the power of each skill is calculated relative to this.

Stun: The stun value of the skill. The stun value of Adol's Lv1 Rise Slash is set as 100, and the stun values of each skill are calculated accordingly. HIT: The average number of hits of the skill. The number of hits may slightly vary depending on the target's size and the timing of use.

Accuracy: The ease of hitting with the skill. Ranked in order S > A > B > C, with S being the easiest to hit even moving targets.

Attack Range: The attack range of the skill. If attacking the front or back, it is noted as "Front or Back." If attacking a wide area, it is noted as "Area." If the skill involves large movement during attack, it is noted as "Movement." If firing a projectile forward, it is noted as "Projectile." If placing an attack on the ground, it is noted as "Placement." These can be combined (e.g., if the skill involves large movement and attacks a wide area, it is noted as "Movement + Area").

Invincibility Time: The invincibility duration of the skill. 1F (frame) equals 1/30 second. A "-" indicates that there is no invincibility time.

Explanation... Description of skills. It introduces the characteristics of skills and specific examples of their application. 7 EXTRA Skills: Explains the EXTRA skills that characters can use. The enhancement timing for Level 2 is common (Chapter 6-2), so the enhancement timing for Level 3 is introduced as the "Level 3 Acquisition Method." The meanings of the items in the detailed EXTRA Skill Data are the same as those in the Skill Data. However, Gash's (P.023) EXTRA skill is special, so only the effect duration and description are listed in the EXTRA Skill Data.

Adol Christin

Adol=Christine

A renowned adventurer traveling around the world. Because of his fiery red hair, people call him Red-Haired Adol. Together with his partner Dogi, Adol, who had long dreamed as an adventurer of visiting the land of Altago, becomes involved in a fierce battle that will decide the future of Altago……

Fiery red hair and
A young adventurer with the heart of a boy

Basic Abilities

Since the equipped weapon can change the attack attribute, the strength lies in being able to adapt flexibly according to party composition and the enemies that appear. As befits the protagonist, all ability values grow in a well-balanced manner, making him a reliable force in battle. He will continue to play an active role as a dependable protagonist until the end.

Basic Ability Data

Weapon	Sword	Attack Attribute	Special
Body Armor	[illegible]	Arm Armor	Shield
Party Support Effect: Increased Attack Accuracy		Movement Speed	100
Invincibility Time During Evasion: Invincible for 4 frames from the start			

Lv	HP	STR	DEF	DEX	AGL	Support Effect
1	75	11	4	9	7	1.05 times
50	1600	285	272	126	105	1.15 times
99	4121	889	865	243	265	1.25×

Normal Attack

Slash Attack — Number of Attacks: 5

Perform up to 5 consecutive attacks using a sword. The attack initiation is fast, and since the attack is executed while stepping forward, the reach is also long. It is very easy to use and will be relied upon until the end.

Strike — Number of Attacks: 3

Perform up to 3 consecutive attacks by striking down with the sword. Compared to other attributes, the attack initiation is slower, but the power is the highest. Due to the large swing, the reach is slightly longer.

Shooting — Number of Attacks: 4

Perform up to 4 consecutive thrusts. The attack initiation is very fast, but on terrain with height differences, it is difficult to hit enemies located at different elevations. Pay attention to the height difference with enemies when attacking.

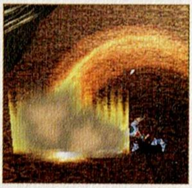
Charged Attack

Slash Attack — —

After twisting the body significantly, perform a horizontal slash forward to attack. The attack initiation and reach are excellent, making it easy to use. It is essential for charging the SP gauge, so use it actively.

Strike — —

After raising the sword high, swiftly swing it down with force. Although the attack's startup is slow, the reach is long and the power is high. Watch the enemy's movements carefully and attack without missing.



Shooting — —

Attack with a thrust that has more momentum than a normal attack. The attack activates very quickly, making it easy to use. It can also hit targets on a certain level difference, so keep that in mind.

Skill

Skills that use projectiles and attack wide areas are easy to use, and many have a generally high hit rate. The SP consumption is set relatively low, allowing frequent use of skills, so actively use them to raise your skill level.

◆ The strongest skill of Adol, the Star Formation, has a long invincibility duration, so it can be used safely.

Skill Data

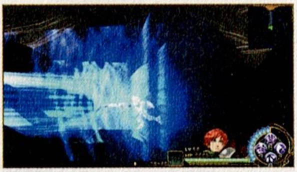
Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
Rise Slash	1	100	100	1	S	Front	–	After slashing upward with the sword, a crescent-shaped shockwave is generated. It is easy to attack enemies on higher platforms, and it also easily launches enemies into the air. If used consecutively on airborne enemies, it can keep them suspended and prevent their actions.
	5	125	100	2	S	Front	–	
SP Consumption 10	10	140	100	2	S	Front	–	
Strings	1	90	165	1	S	Front	–	This is a skill that attacks by striking the sword onto the ground, also generating a pillar-shaped shockwave. Among the skills available from the early stages, it has a high stun value, so actively use it when aiming for a stun.
	5	110	250	2	S	Front	–	
Consume SP 10	10	120	250	2	S	Front	–	
Dash Slash	1	100	88	2	S	Movement	Start~6F	A skill to quickly step in and attack enemies. When used consecutively, you can move near the enemy while attacking unilaterally. However, the movement distance is not very long, so use it after approaching.
	5	125	95	3	S	Movement	Start~6F	
Consume SP 10	10	135	95	3	S	Movement	Start~6F	
Photon Blade	1	100	70	2	A	Front	Start~5F	Creates a long sword of light and attacks by swinging it downward in front. The long sword's reach is long, so it can be used to attack enemies a little distance away as well as those located at higher places.
	5	145	75	3	A	Front	Start~5F	
SP Consumption 10	10	160	75	3	A	Front	Start~5F	
Scud Sword	1	90	110	1	S	Projectile	–	Fires a vacuum projectile from the tip of the sword to deal damage. Since this is the only ranged weapon Adol can use, it is useful as an attack method against enemies at a distance or those out of reach of normal attacks.
	5	110	145	2	S	Projectile	–	
SP Consumption 10	10	140	210	4	S	Projectile	–	
Aerial Thrust	1	225	190	4	S	Front	–	A skill that unleashes countless thrusts while gradually raising the angle. It easily lifts enemies into the air, and by attacking the airborne enemies again, you can immobilize them. It is also effective against enemies on elevated terrain.
	5	305	245	6	S	Front	–	
SP Consumption 20	10	340	245	6	S	Front	–	
Downward Thrust	1	175	300	3	B	Movement+Range	–	After jumping, thrusts the sword into the ground to generate a shockwave. It has a high stun value, making it useful when aiming to stun. Also effective when enemies are densely clustered due to its wide attack range.
	5	215	375	4	B	Movement+Range	–	
SP Consumption 20	10	280	440	5	B	Movement+Range	–	
Spinning Slash	1	205	225	4	A	Range	–	An attack that swings the sword while spinning to slash enemies upward. It can attack surrounding enemies gathered around the user. Since it easily catches enemies within range, use it where enemies are densely packed.
	5	245	235	4	A	Range	–	
SP Consumption 20	10	270	235	4	A	Range	–	
Power Smash	1	275	170	3	A	Front	–	After slashing upward with the sword, strikes it down into the ground to attack. Since this attack moves vertically, it is easy to hit enemies on uneven terrain. Also, the second-stage attack tends to knock enemies away.
	5	325	200	4	A	Front	–	
SP Consumption 20	10	360	200	4	A	Front	–	
Spinning Frenzy	1	540	210	8	B	Range	–	Unleashes an attack strong enough to whip up the wind, hitting surrounding enemies. It has high power and many hits, making it easy to deal massive damage, but you cannot control the character until the attack finishes.
	5	685	263	10	B	Range	–	
SP Consumption 40	10	775	263	10	B	Range	–	
Beat Down	1	490	255	9	S	Front	–	After delivering rapid consecutive thrusts, slashes upward with the sword to deal damage. The attack range is in front, but the power is high, so it is good to use when focusing on strong enemies like bosses.
	5	590	290	12	S	Front	–	
SP Consumption 40	10	740	340	12	S	Front	–	
Quick Break	1	480	425	3	A	Movement	–	After slashing enemies upward into the air, jumps and attacks them midair before slamming them into the ground. Utilize the high stun value to aim for a stun. Also, it allows you to jump over quite high ledges.
	5	635	460	6	A	Movement	–	
SP Consumption 40	10	720	460	6	A	Movement	–	
Star Formation	1	1015	475	7	A	Range		Almost all of the ground is drawn in the shape of a star, then a powerful light is generated inside it and attacks almost everything. The attack range is wide, and enemies cannot act while the skill is in use. Moreover, since the invincibility time is long, damage can be dealt safely.
	5	1370	555	7	A	Range		
SP Consumption 80	10	1595	555	7	A	Range		

EXTRA Skill

After performing a blindingly fast series of slashes, a huge beam of light is emitted from the sword to attack. As the beam looks, its range is long, allowing multiple enemies to be attacked at once. While firing the beam, Adol can change his facing direction, so turn toward the direction with more enemies and deal damage collectively.

Method to Obtain Lv3

Defeat the Lunar Dragon "Ze=Karios" in Chapter 9-5 (P.112)



◆A huge beam of light that also envelops Adol himself pierces enemies and deals fatal heavy damage.

EXTRA Skill Data

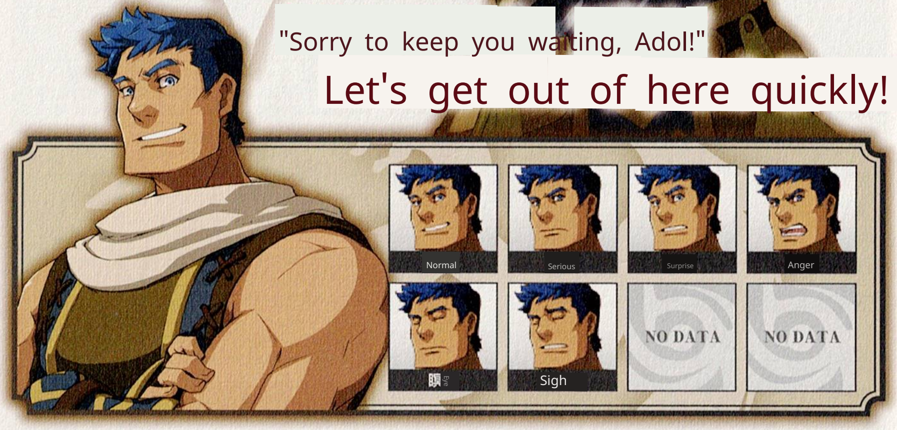
Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time
Moon Wheel Sword	1	1680	590	14		Front + Projectile	Full Invincibility
月鏡剣	2	2265	590	16	S	Front + Projectile	Full Invincibility
月竜 Sword	3	3305	590	22	S	Front + Projectile	Full Invincibility

Dogi

Dogi

Dogi is Adol's companion and a boastful drifter of strength. His rough and careless behavior stand s out, but he also has a warm-hearted side.
He also possesses this side. Since meeting Adol during the adventure around the ancient kingdom of Ys, he has been traveling together with him. His specialty is breaking walls with brute strength, and he has saved Adol from danger many times in their past adventures.

"Sorry to keep you waiting, Adol!"
Let's get out of here quickly!



Basic Abilities

As a strong character, HP and STR are superior t o any other character. However, this does not mean that other stats are low; they are around average, making the character very easy to handle. To make the most of the abundant HP and powerful attacks, actively try to move forward and fight.

Basic Ability Data

Weapon	Fist	Attack Attribute	Strike
Body Armor	Light Armor	Arm Armor	Bracelet
Party Support Effect: Increased Stun Value Dealt		Movement Speed	87.5
Invincibility Time During Evasion: Invincible for 3 frames from the start			

Lv	HP	STR	DEF	DEX	AGL	Support Effect
1	98	14	3	11	3	1.10 times
50	2045	364	232	135	56	1.30 times
99	5266	1126	742	260	143	1.50 times

Normal Attack

Number of Attacks: 3

With his proud strong a rm, he throws punches up to 3 times in a row. Since his weapon is fists, the rea ch seems short, but becaus e he advances forward with each attack, it is not muc h of a problem when defea ting enemies in front.

Charged Attack

While making a large f orward advance, he deliv ers a full-power punch to the front. It does not hit enemies on the sides or behind, so choose the si tuation carefully. It is effe ctive to use against enem ies coming toward you.

Skill

These skills consume a large amount of SP and have high power. Overall, the reach is short, so be sure to understand the range to avoid missing. For skills that attack the front, make sure to properly align the direction.

⬅ Use low-SP consumption Bash and Might Quake consecutively to stun enemies.

Skill Data

Skill Name	SP Consumption	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
Bash		1	115	225	1	A	Front	—	Strike downward with a fist from above. It easily knocks down enemies and has a high stun value among skills that consume little SP. Since there is no vulnerability even when used consecutively, use it to stun enemies.
		5	140	290	1	A	Front	—	
	12	10	155	290	2	A	Front	—	
Combination		1	140	150	2	A	Front	—	Throw punches consecutively. Since it attacks while slightly advancing forward, it is easy to use among skills learned early on. Use it after normal attacks or charged attacks to increase damage.
		5	180	150	3	A	Front	—	
	12	10	195	150	4	A	Front	—	
Orline Pact		1	135	120	4	B	Projectile	—	Fire a ki bullet from a fist thrust forward to attack. Although its power and stun value are not very high, it is valuable because Dogi's skills rarely include attacks that can hit distant enemies.
		5	170	120	1	B	Projectile	—	
	12	10	186	120	1	B	Projectile	—	
Crash		1	125	180	1	B	Movement	—	Perform a tackle using full body weight. Since it attacks while moving a certain distance, its usage is limited. At Level 10, it becomes
		5	160	205	1	B	Movement	—	
	12	10	200	230	1	B	Movement	Start~12F	enemy time occurs, so it is worth raising the skill level.
Might Quake		1	85	175	1	C	Range	—	An attack that slams the fist into the ground, which can knock down some enemies. When it reaches Level 5 or higher, the stun value increases sharply, so it is recommended to use it frequently to raise the skill level.
		5	100	370	1	C	Area	—	
	12	10	110	370	1	C	Area	—	
Straight		1	260	440	1	B	Front	—	Delivers a powerful punch. Since the arm swings widely just before the attack, there is a slight opening. Therefore, it is not suitable for continuous use, so use it to deliver a single blow to approaching enemies.
		5	310	560	1	B	Front	—	
	25	10	345	560	1	B	Front	—	
Uppercut		1	285	265	3	B	Front	—	Attack continuously with uppercuts. The attack activates quickly, and depending on the enemy, it is also possible to launch them into the air. When you have enough SP, it is recommended to land consecutive hits to aim for massive damage.
		5	360	325	5	B	Front	—	
	25	10	400	325	5	B	Front	—	
Earth Knocker		1	265	355	4	A	Front	—	Strike the ground to generate a shockwave in front. At Level 5 or higher, a shockwave also occurs behind, and at Level 10, it deals damage to surrounding enemies as well. Since usability improves, raise the skill level.
		5	315	400	4	A	Front + Back	—	
	25	10	410	445	5	A	Range	—	
Roundhouse Kick		1	240	340	4	B	Range	—	Spin on the spot while delivering a kick. Although the kick's reach is short, the ability to attack surrounding enemies is attractive. When surrounded by multiple enemies, try to draw them in and then deal large damage all at once.
		5	300	340	4	B	Range	—	
	25	10	335	340	4	B	Area	—	
Blast Kick		1	560	610	4	A	Movement	—	Deal damage with consecutive kicks. The last kick causes a large movement, allowing you to hit other enemies as well. Also, since the stun value is high, it is good to use this when aiming for a stun in boss battles.
		5	685	810	5	A	Movement	—	
	50	10	770	810	5	A	Movement	—	
Caesar Rush		1	605	370	7	A	Front	—	Throw a high-speed punch forward. The attack activates quickly, but your feet remain stationary until the attack finishes. To avoid taking damage during this attack, aim to finish off enemies in a stunned state.
		5	740	430	8	A	Front	—	
	50	10	835	430	8	A	Front	—	
Wild Rage		1	620	325	11	C	Range	—	Release a flame of rage around you. The power is high, but it only hits if you get close, and the activation time is long, making it difficult to use effectively. Use it in places where many enemies are densely gathered.
		5	765	370	11	C	Range	—	
	50	10	920	405	11	C	Range	—	
Grand Slam		1	1220	825	8	A	Front	Almost all skills	involve jumping after consecutive attacks and landing with a two-handed downward strike. Among Dogi's skills, this boasts the highest power and stun value.
		5	1529	840	11	A	Front		
	100	10	1785	840	11	A	Front	Almost all	but the SP consumption is very high. It is desirable to use this in powerful boss battles.

EXTRA Skill

Charge up power greatly before unleashing a full-force punch forward. Although the reach is short, the attack range is narrow in front, and the number of hits is few, it boasts high power, making it valuable in boss battles where large damage must be dealt in a short time. The high stun value also makes it attractive for aiming to stun in boss fights.

Method to Obtain Lv3

Defeat the Sand Eater ≪Sordiorum≫ in Quest 19 (P.129)

⬅ Because the power is extremely high, use EXTRA skills against bosses that give you a hard fight.

EXTRA Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time
Full-Power Strike	1	1815	940	2	A	Front	Full Invincibility
Invincible Strike	2	2595	940	2	A	Front	Full Invincibility
Ultimate Strike	3	3180	940	2	A	Front	Full Invincibility

System Explanation
Story Walkthrough
Data Analysis
Character Guide: Dogi

Aisha

Aisha

A skilled archer from the Altago Principality

Princess. In place of her ill father, Prince Kaimar, she secretly joined Adol and his companions by force to investigate the strange incidents occurring throughout Altago. She can be headstrong and arrogant at times, but at heart, she is honest and kind.

"Just right. Take me along with you as well."

Basic Abilities

Although overall ability values are low, AGL is the second highest after Elk, and the invincibility time during evasion is long. It is easy to avoid enemy attacks, but since HP and DEF are low and fragile, fight from a distance by making use of the long range of normal attacks. The low STR can be compensated by the number of hits.

Basic Ability Data

Weapon	Bow C	Attack Attribute	Shooting
Body Armor	lothes	Arm Armor	Bracelet
Party Support Effects: Increased EXTRA acquisition amount, Movement Speed			106.0
Invincibility time during evasion: Invincible for 5 frames from the start			

Lv	HP	STR	DEF	DEX	AGL	Support Effect
10	214	43	29	13	42	1.32 times
50	1232	266	212	67	196	1.63 times
99	3176	832	680	132	492	2.00x

Normal Attack

Number of Attacks: 1

This is an arrow-shooting attack with a long range that allows the next attack immediately after the previous one. Attacks can be performed while moving, enabling continuous offense without pause. The arrows fly forward but it is difficult to hit targets on uneven terrain.

Charged Attack

Shoots arrows thicker than normal attacks. Both power and range are excellent, allowing attacks from quite a distance. However, it is still weak against uneven terrain, so consider the height difference with enemies when using it.

Skill

Overall, the SP consumption is low, allowing frequent use of skills, which is its strength. The drawback of low power should be compensated by the number of hits. Among many skills, Aqua Burst, which has moderately high power and averages 7 hits, is easy to use.

Skills activated while moving backward or in the air allow simultaneous evasion and attack.

Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
Somersault	1	95	44	1	C	Front	–	This skill delivers a kick forward while performing a backflip, making it easy to launch enemies into the air. It can be used consecutively, so if the opponent is an enemy that is easy to launch, you can keep them airborne continuously while using the skill.
	5	120	65	2	C	Front	–	
SP Consumption 9	10	130	65	2	C	Front	–	
Tumble Arrow	1	80	45	1	A	Projectile	–	Shoots an arrow that releases a water stream upon impact. When hit by the water stream, the enemy's movement stops momentarily, but the effect is not strong enough to rely on. Additionally, as the skill level increases, the arrow gains the ability to pierce through targets.
	5	105	45	1	A	Projectile	–	
消費SP 9	10	115	45	1	A	Projectile	–	
Wide Arrow	1	107	30	3	A	Projectile	–	Shoots arrows in a fan shape in 3 directions (4 directions at Lv5, 5 directions at Lv10). Useful when enemies are clustered together, but if you are too far from the enemies, the number of arrows that hit will decrease, so use it up close.
	5	125	45	4	A	Projectile	–	
SP Consumption 9	10	150	55	5	S	Projectile	–	
Step Shot	1	95	55	3	C	Movement	Start~8F	While performing a backstep, shoots an arrow that generates a water pillar in front. Among Aisha's skills, this one has a relatively long invincibility duration, making it useful when you want to keep distance from enemies.
	5	125	55	6	C	Movement	Start~8F	
SP Consumption 9	10	135	55	6	C	Movement	Start~8F	
Heavy Blast	1	95	120	2	B	Projectile	–	Continuously releases water spheres with an additional heavy effect. Despite the SP consumption, it has a high stun value. The water spheres fly in an arc, making it an effective attack method against enemies on lower terrain.
	5	110	140	3	B	Projectile	–	
SP Consumption 9	10	120	140	3	B	Projectile	–	
Killer Hornet	1	230	85	12	B	Projectile	–	Shoots multiple high-speed arrows forward. The drawback is that you cannot act until all arrows are fired, but this can be mitigated by switching the controlled character immediately after using the skill.
	5	270	85	16	B	Projectile	–	
SP Consumption 18	10	300	85	16	B	Projectile	–	
Rising Arrow	1	180	120	5	B	Projectile	–	Rapidly fires arrows while gradually increasing the firing angle. It is easy to launch enemies into the air, so it is useful not only for immobilizing enemies that are easy to launch but also for attacking enemies on higher terrain.
	5	225	120	7	B	Projectile	–	
SP Consumption 18	10	250	120	7	B	Projectile	–	
Hydro Shot	1	195	105	6	C	Projectile	–	Jumps in place and shoots an arrow at the ground in front, generating a water pillar. It can be used to attack enemies on lower terrain, and Aisha can also jump onto ledges lower than her height.
	5	250	110	6	C	Projectile	–	
SP Consumption 18	10	305	125	7	C	Projectile	–	
Sky Wonder	1	205	145	6	C	Movement		From frame 0 to 6F, quickly jump forward and shoot an arrow that creates a water column at the impact point. From frame 0 to 6F, it is also possible to close the distance to distant enemies or attack while jumping over them.
	5	270	160	12	C	Movement		
SP Consumption 18	10	300	160	12	C	Movement		
Waspeater	1	485	120	24	B	Projectile	–	A skill that rapidly fires arrows. It is an enhanced version of Killer Hornet, with higher power and HIT count. However, the long activation time is a drawback, so switch the controlled character to handle it.
	5,615,125			25	B	Projectile	–	
SP Consumption 35	10,695		125	25	B	Projectile	–	
Aqua Burst	1,425,160			6	S	Projectile	–	Shoots arrows that generate countless homing bullets upon hitting enemies. It has high power and HIT count, making it easy to land attacks and user-friendly. Once you obtain Kamasa in Edna's homeland, immediately start leveling up the skill.
	5,515,170			8	S	Projectile	–	
SP Consumption 35	10,690,190			8	S	Projectile	–	
Spread Line	1	465	190	5	C	Projectile	–	After jumping, generates and attacks with a laser-like water blade. It can be used similarly to Hydro Shot, but moves slightly backward in the air, so when crossing ledges, position yourself with the ledge behind you.
	5,540,245			6	C	Projectile	–	
SP Consumption 35	10,605,245			6	C	Projectile	–	
Cataract Blue	1	975	230	5	C	Area	Almost all	Generates countless water pillars around to attack. It has high power and can hit a wide area, but requires a large amount of SP. It cannot be used repeatedly, so use it when surrounded by multiple enemies.
	5	1285	230	7	C	Range	Almost all	
SP Consumption 70	10	1495	230	7	C	Range	Almost all	

EXTRA Skill

After releasing a large number of arrows into the sky, it attacks by raining arrows down like rain. When the EXTRA skill is enhanced, the power increases and the number of HITs also rises. Additionally, it automatically locks on and attacks enemies within a wide area, but if there are multiple enemies, the damage is distributed. If you want to target only specific enemies, defeat the other enemies first.

◆ The arrows continuously released into the sky rain down targeting all enemies within the attack range.

EXTRA Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time
Arrow Rain	1	1556	280	16	S	Range Full	Invincibility
Ocean Squall	2	2015	280	18	S	Full Range	Invincibility
Blue Destruct	3	2945	280	20	S	Range	Full Invincibility

Method to Obtain Lv3

・Defeat the sea dragon ≪O=Bayron≫ in Chapter 8-6 (P.102)

Geis

Gash

A mercenary Adol met half a year ago on the Canaan Islands, who masters the jet-black halberd and talisman magic. Although exasperated by the good-natured Adol, he acknowledges his skills as an adventurer. For some purpose, he visits the land of Altago accompanied by three fairies, and displays suspicious behavior in various places.

"Let me check with this halberd if your skills have rusted."

"I'll make sure of it!"

Basic Abilities

A character with average ability values and the strength to fight steadily. Since the attribute is the same slashing type as Adol, change Adol's attribute if including this character in the party. Additionally, the party support effect that increases acquired experience points is useful for leveling up. Make use of it together with the Dragon Knight's Emblem.

Basic Ability Data

Weapon	Halberd	Attack Attribute	Slash Attack
Body Armor	Light Armor	Arm Armor	Bracelet
Party Support Effect: Increased Experience Acquisition		Movement Speed	97.0
Invincibility Time for Evasion: Invincible for 4 frames from the start			

Lv	HP	STR	DEF	DEX	AGL	Support Effect
27	843	133	110	60	47	1.09 times
50	1774	294	253	107	93	1.13 times
99	4569	913	807	207	236	1.20 times

Normal Attack

▶▶ Number of Attacks: 4

With the axe spear, you can perform up to 4 attacks in total. Among melee weapons, it has a long reach and fast attack initiation, making it easy to use, but the third consecutive thrust

is difficult to land on uneven terrain.

It is hard to hit.

Charged Attack

Attacks are performed while rotating the body sideways. By stepping forward and slashing, it can reach enemies located somewhat farther away. Also, it can attack heights roughly equivalent to the character's height even on uneven terrain.

Skill

You can master a well-balanced range of skills, from powerful skills that attack while moving significantly to ranged projectiles that allow safe attacks from a distance. Additionally, there are special skills using talisman magic, making the variety very rich.

◆Placed on the ground and when enemies touch it, damage is dealt by this special skill.

Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
華麗斧	1	100	90	1	A	Front	—	While rotating the body sideways once, attack by slashing around with the axe spear. It easily knocks down enemies, and if used consecutively on knocked-down enemies, it is also possible to immobilize them while they remain down.
	5	135	95	1	A	Front	—	
Consume SP 10	10	150	115	2	A	Front	—	
Kamaitachi	1	110	95	1	B	Projectile	—	Generate a vacuum wave from the axe spear and send it forward. The generated vacuum wave is fast, making it easy to hit enemies, but since its range is not very long, it will not hit if the distance to the enemy is too great.
	5	130	95	1	B	Projectile	—	
消費SP 10	10	140	95	1	B	Projectile	—	
Gale Technique: Explosive Thunder Formation	1	115	65	1	C	Placement	—	Place an explosive talisman on the ground. When an enemy touches this talisman, the talisman explodes and deals damage to enemies. The talisman disappears after a certain time, but if used adjacent to enemies, it can be reliably hit.
	5	140	65	1	C	Placement	—	
Consume SP 10	10	150	65	1	C	Placement	—	
Cut	1	90	190	2	A	Front	—	A skill that spins once forward and attacks with the axe spear. Although its stun value is lower than the Wolf Fang Thrust learned from the start, it uses half the SP and is easy to hit consecutively, making it user-friendly.
	5	120	260	3	A	Front	—	
SP Consumption 10	10	130	260	3	A	Front	—	
Flying Fish	1	100	110	2	A	Front	—	Perform a thrust attack forward with the axe spear, followed by an upward slash attack. The upward slash easily lifts enemies, but there is a large vulnerability after the attack, making it difficult to keep enemies airborne continuously.
	5	115	175	3	A	Front	—	
消費SP 10	10	125	175	3	A	Front	—	
舞・連閃斧	1	240	160	3	A	Front	—	Continuously perform upward slash attacks while moving forward. It easily lifts enemies, and since it ends with a jump, it can also hit enemies on higher terrain. Additionally, the jump can be used to clear ledges.
	5	320	210	4	A	Front	—	
SP Consumption 20	10	360	210	4	A	Front	—	
Wolf Rush	1	215	270	1	A	Movement	—	A skill that attacks while charging forward. Among skills with low SP consumption, it has a high stun value. It can be used to aim for boss stuns, but be careful as there is a slight vulnerability after the attack.
	5	295	335	1	A	Movement	—	
SP Consumption 20	10	325	335	1	A	Movement	—	
符術・Great Hell	1	240	245	6	A	Movement + Range	—	Jump slightly forward and throw talismans onto the ground to create a vortex with an attack hitbox. Since it continuously deals damage to enemies around the vortex, it is more effective when enemies are densely clustered.
	5	315	315	9	A	Movement + Range	—	
SP Consumption 20	10	365	395	18	A	Movement + Range	—	
Flying Swallow Cross	1	215	180	3	A	Projectile	—	Generates a cross-shaped vacuum wave and sends it forward. Since it takes a little time for the vacuum wave to fly, using it from a distant position may cause it to miss. Use it when the enemy's attention is directed toward you.
	5	285	205	4	A	Projectile	—	
SP Consumption 20	10	315	205	4	A	Projectile	—	
Spiral Slash	1	510	280	4	A	Range	—	Generates a tornado that engulfs surrounding enemies to attack. Since it can attack a wide area centered on Gash, it easily hits multiple enemies. It is an easy-to-use skill, so raise the skill level.
	5	630	330	6	A	Range	—	
SP Consumption 40	10	715	330	6	A	Range	—	
Skill: Annihilation Dance	1	585	340	7	A	Front	—	Performs continuous attacks with an axe spear on enemies in front while moving. Power, stun value, and HIT count are all excellent, but there is the drawback of being unable to act until the attack ends. Switch the controlled character to handle this.
	5	725	390	8	A	Front	—	
SP Consumption 40	10	820	390	8	A	Front	—	
Tooth Balance	1	555	385	8	A	Movement	—	An enhanced version of Wolf Fang Rush that attacks while charging forward. At Lv10, it has the highest stun value among learnable skills. Its power is also high, so actively use it in boss battles.
	5	715	470	8	A	Movement	—	
SP Consumption 40	10	785	565	8	A	Movement	—	
Cross Slash	1	1145	475	12	A	Front + Range	Almost all	After jumping, strikes down with the axe spear to attack. Enemies at the center of the attack receive greater damage, so the positional relationship with enemies is also important. Also, Gash's skill is the only one with invincibility time.
	5	1545	530	12	A	Front + Range	Almost all	
Consume SP 80	10	1655	530	12	A	Front + Range	Almost all	

EXTRA Skill

A special EXTRA skill that summons the three fairies Yue, Sera, and Kisa for a certain period of time. The three fairies perform support attacks in conjunction with Gash's normal attacks, allowing for temporary high damage output. Additionally, even if Gash does not attack, the fairies may automatically perform support attacks, with the attack frequency increasing as the skill level rises.

⬅The three fairies flying around Gash will attack enemies when they are spotted.

Method to Obtain Lv3

・Defeat the Earthworm ≪Miriuldu≫ in Quest 20 (P.129)

EXTRA Skill Data

Skill Name	Lv	Duration	Description
符術・Fairy Formation	1	Approximately 7 seconds	Performs support attacks at a low frequency even when inactive
Imbued Art: Mortar Fairy Formation	2	Approximately 8 seconds	Performs support attacks at a medium frequency even when inactive
Annihilation Fairy Formation	3	Approximately 10 seconds	Performs support attacks at a high frequency even when inactive

Elk

Elk

A boy living in the Shanoa Village located in the forest area. He is the grandson of the village chief and wields a weapon called the double-edged blade, which has blades on both ends and is a traditional weapon of the village. His skill is quite remarkable, but due to his tendency to get carried away easily, he often finds himself in trouble when facing dangerous beasts.

"Hehe, I wonder how far you can keep up with this Elk-sama?"

Basic Abilities

Elk has very high DEX and AGL, making it easy to land attacks and causing critical hits to occur frequently. On the other hand, HP and DEF are low, so he is fragile and requires careful attention. His movement speed and invincibility time during evasion are excellent, so use these advantages to avoid enemy attacks while fighting.

Basic Ability Data

Weapon	Double-edged	Attack Attribute	Slash
Body Armor	Clothes	Arm Armor	Bracelet
Party Support Effects	Increase Gold Acquisition Amount	Movement Speed	109
Invincibility Time During Evasion	Invincible for 5 Frames from Start		

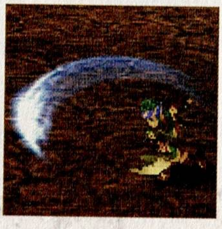
Lv	HP	STR	DEF	DEX	AGL	Support Effect
7	184	26	17	41	39	1.11 times
50	1425	221	181	197	232	1.20 times
99	3673	698	585	375	580	1.30 times

Normal Attack

▶▶ Number of Attacks: 6

The attack of swiftly swinging the Twin Blades can be performed up to 6 times. Since the 6th attack throws the Twin Blades, it has a considerable reach. The attack activation is fast, so

when there is a chance, try to execute all 6 hits.

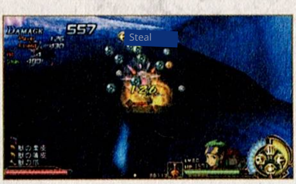


Charged Attack

Because the Twin Blades are thrown forward, attacks can hit enemies that are slightly distant. Although the range is long, the attack area is narrow and only in front. It is important to firmly face the enemy and perform a charged attack.

Skill

Overall, SP consumption is low, making each skill easy to use. Although low-power skills stand ou t, most skills grant invincibility time immediately af ter use, allowing for safe combat.



◆The power is so-so , but it is also a skill that causes enemies t o drop gold and mate rials.

Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
Lock Bite	1	85	90	3	A	Front	Start~3F	At the same time as raising the twin blades, the ground is raised to launch enemies in to the air. The attack activates quickly and consumes little SP, so using it consecutively is also effective. When enemies are airborne, try to use it repeatedly.
	5	105	90	3	A	Front	Start~3F	
消費SP 8	10	130	90	3	A	Front	Start~3F	
Crest Fall	1	80	150	4	A	Front	Start~4F	Rocks are dropped on the enemy's head to attack. The power is low, but a mong skills that consume 8 SP, it has the highest stun value. The main goa l is to use it consecutively to stun enemies.
	5	105	210	8	A	Front	Start~4F	
SP Consumption 8	10	115	210	8	A	Front	Start~4F	
[Wheel	1	95	60	3	A	Front	Start~7F	Slashes enemies while spinning vertically like a wheel. Since this skill attacks w hile moving, you end up close to the enemy after the attack. Quickly move aw ay from the enemy to avoid counterattacks.
	5	115	35	4	A	Front	Start~7F	
SP Consumption 8	10	125	35	4	A	Front	Start~7F	
Sliding	1	85	90	1	A	Movement	Start~6F	Slide along the ground and kick to knock down enemies. The attack activate s quickly, making it easy to use, and since you attack while moving at high speed, you can deal damage to enemies at a certain distance.
	5	100	90	2	A	Movement	Start~6F	
SP Consumption 8	10	110	90	2	A	Movement	Start~6F	
Steal	1	10	35	1	A	Movement	—	By charging at the enemy, you make them drop Gold. Enemies drop Gold up t o a maximum of 6 times, after which they will always drop 1 Gold. Note that i f the enemy's money is 0, they will not drop any Gold.
	5	15	40	1	A	Movement	—	
SP Consumption 8	10	20	40	1	A	Movement	—	
Upper Wheel	1	175	160	5	A	Front	Start~1st Hit	This is a vertically spinning slash attack, with invincibility until the first hit is delivered. It grants invincibility. The power is fairly high, and it can also launch enemie s into the air. Actively use it against enemies that are easy to launch.
	5	215	205	5	A	Front	Start~1st Hit	
SP Consumption 15	10	265	165	7	A	Front	Start~1st Hit	
Air Charge	1	180	230	5	A	Movement	Start~6F	Jump and charge vigorously from the air. It has high power and can knock enemies down. It can also cause enemies to fall. Additionally, the stun value is fairly high, m aking it useful for aiming to stun in boss battles.
	5	235	305	5	A	Movement	Start~6F	
SP Consumption 15	10	260	305	5	A	Movement	Start~6F	
Spinning Edge	1	190	150	8	A	Projectile	Start~8F	Throw a spinning double blade forward. It can attack distant enemies, but you cannot move until the double blade returns. Since close enemies can easily counterattack, aim for enemies at a distance where the double blade just reaches.
	5	250	160	10	A	Projectile	Start~8F	
SP Consumption 15	10	265	160	12	A	Projectile	Start~8F	
[Bandit	1	25	40	1	A	Movement	—	By charging at the enemy, you can make them drop rare items with a high probability. While the enemy is alive, they drop only one item, but attacking t he corpse will cause them to drop additional rare items.
	5	35	60	1	A	Movement	—	
SP Consumption 5	10		60	1	A	Movement	—	
Rampering High	1	410	230	14	A	Front	Start~8F	Slash enemies at gale-like speed. The invincibility time gradually i ncreases at Lv5 and Lv10. Among Elk's skills, this has a long invi ncibility duration, so it's worth leveling up this skill.
	5	550	260	14	A	Front	Start~3rd Hit	
SP Consumption 30	10	670	315	18	A	Front	Start~5th Hit	
Ground Bite	1	435	195	4	A	Range	Start~7F	After jumping, raise countless sharp rocks from the ground directly below. It can at tack the surrounding area and can also launch some enemies into the air. This skil l is valuable when surrounded by enemies.
	5	545	240	6	A	Range	Start~7F	
SP Consumption 30	10	615	240	6	A	Range	Start~7F	
Leaf Boomerang	1	385	290	9	A	Projectile	Start~8F	Throw a huge spinning double blade forward. It is effective against dist ant enemies, making it very versatile. Since the attack method is some what similar to Spinning Edge, use it with a similar approach.
	5	510	350	9	A	Projectile	Start~8F	
SP Consumption 30	10	575	350	9	A	Projectile	Start~8F	
Havel Spin	1	945	365	20	A	Movement		Almost all charge forward while continuously raising the ground. Although the SP consumption is relatively high, almost all have higher power and stun values than other skills. The invincibility time is also long, so when SP is accumulated, use it generously.
	5	1250	405	22	A	Movement		
SP Consumption 60	10	1345	405	22	A	Movement		

EXTRA Skill

Elk's usable EXTRA skill is a special one diff erent from other characters. First, Elk becom es invincible until the effect of the EXTRA skil l ends, and during that time, receiving attack s from enemies will accumulate SP. Furtherm ore, from Lv2, simply being in close contact with Elk causes the enemy to continuously ta ke damage. Lv3 Acquisition Method

Defeat the Earth Dragon "Rada=Manju" in Chapter 7A-6 (P.085)

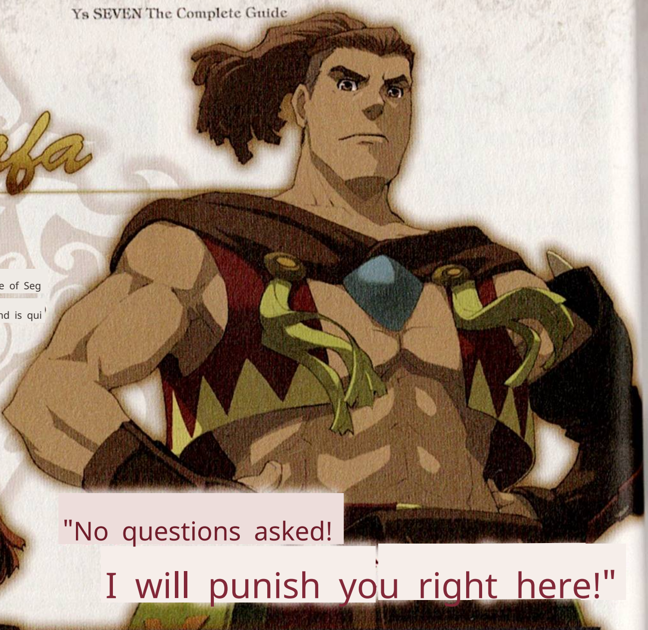
◆From the moment th e EXTRA skill is used, Elk is enveloped in a wall of light and beco mes invincible.

EXTRA Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time
[Forest Shield]	1	1680	590	14	S		approx. 10 seconds
Grand Fencer	2	2265	590	16	S		approx. 15 seconds
Geo Clastal	3	3305	590	22	S		approx. 20 seconds

※ Deals damage to enemies in close contact with Elk

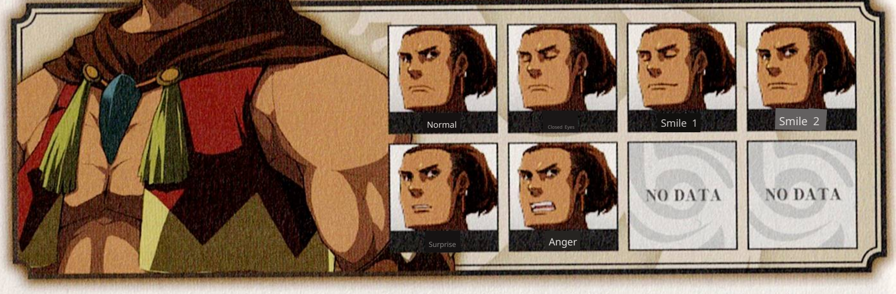
Mustafa



The young village chief who leads the people of Segram Village. He is the son of General Draizen and is quite skilled in martial arts, but he himself dislikes his father who abandoned the village. Currently, his sick younger sister, Ku

Living with Rushe.

"No questions asked! I will punish you right here!"



Basic Abilities

Not only is STR high, but combined with the party support effect that increases dealt damage, it can inflict great damage on enemies. With high HP and DEF, durability is also a strength. On the other hand, AGL is low and the invincibility time during evasion is short. Use guarding skillfully to defend against enemy attacks.

Basic Ability Data

Weapon	Great Hammer	Attack Attribute	Strike
Body Armor	Armor	Arm Armor	Bracelet
Party Support Effect: Increased Damage Dealt		Movement Speed	84.5
Invincibility Time During Evasion: Invincible for 3 frames from start			

Lv	HP	STR	DEF	DEX	AGL	Support Effect
15	504	77	67	60	8	0.93 times
50	1968	321	307	170	30	0.88 times
99	5067	997	970	324	77	0.80 times

Normal Attack

▶▶ Number of attacks: 3

Attacks with a huge hammer. Can only attack up to 3 times, and the attack activation is somewhat slow. However, the power per hit is very high, so by landing attacks reliably, damage

Let's deal damage.

Charged Attack

After spinning the body once to gain momentum, swing the great hammer upward from bottom to top to attack. Although the attack's startup is slow, its power is high, and not only the great hammer

but also the shockwave generated has an attack hitbox.

Skill

Most skills have invincibility frames, and if used with good timing, you can avoid enemy attacks. Many of the learnable skills have high power, making them reliable as pure sources of damage.

← Skills that raise allies' STR and others with special effects can also be learned.

Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
Hammer Stamp	1	100	230	1	B	Front	Start~10F	An attack where the Great Hammer is slammed into the ground to generate a shockwave. Depending on the enemy, getting hit by the shockwave causes them to fall. Using the skill again on a fallen enemy allows you to keep knocking them down continuously.
	5	125	265	1	B	Front	Start~10F	
SP Consumption 11	10	150	325	1	B	Front	Start ~ 15F	
Ignis Praise	1	125	200	1	C	Projectile	Start ~ 10F	Swings the Great Hammer to launch a fireball. It is useful as a means to deal damage to distant enemies, but since the fireball flies horizontally, it is difficult to hit targets on uneven terrain.
	5	155	230	1	C	Projectile	Start ~ 10F	
消費SP 11	10	165	230	1	C	Projectile	Start ~ 10F	
Full Swing	1	110	295	1	B	Front	Start ~ 11F	Swings the Great Hammer widely to attack. For some enemies, getting hit can cause them to be knocked back and fall. The slow attack startup is a drawback, but the high stun value makes it useful in boss battles.
	5	140	370	1	B	Front	Start ~ 11F	
SP Consumption 11	10	155	370	1	B	Front	Start ~ 11F	
Provoke	1	0	0	0	A	Area	—	A special skill that provokes surrounding enemies, putting them into an anger state. Enemies in the anger state have increased STR but decreased DEF. The duration of the anger state varies depending on the skill level.
	5	0	0	0	A	Area	Almost all	
SP Consumption 11	10	0	0	0	A	Area	Almost all	
Empowered	1	0	0	0	B	Front	Start~2F	Hits an ally with the Great Hammer to encourage them, increasing their STR for a certain period. Since it consumes little SP, it is good to use actively, but the hit ally will fall down, so use it when enemies are far away.
	5	0	0	0	B	Front	Start~2F	
消費SP 11	10	0	0	0	B	Front	Start~2F	
Revolve Swing	1	250	735	7	B	Area	—	Swings the Great Hammer to attack. The slow attack startup and large post-attack lag are drawbacks. However, the stun value is exceptionally high, allowing enemies with low stun resistance to be stunned instantly.
	5	310	1030	13	B	Range	—	
SP Consumption 22	10	340	1030	13	B	Range	—	
Dash Geyser	1	265	330	2	B	Move		After ramming into an enemy from Start~5F, swings the Great Hammer upward to attack. Since you can move while attacking from Start~5F, use it against slightly distant enemies. Also, hitting with the upward swing tends to launch enemies into the air.
	5	330	440	2	B	Move		
SP Consumption 22	10	365	475	3	B	Move		
Volcano	1	235	375	4	B	Front+Projectile	Start~14F	Jumps on the spot, then slams the Great Hammer into the ground to launch a lava projectile attack. The jump is high enough to clear ledges about the height of Mustafa's back.
	5	305	490	6	B	Front+Projectile	Start~14F	
SP Consumption 22	10	335	490	6	B	Front+Projectile	Start~14F	
Crimson Pillar	1	235	485	3	B	Front	Start~Jump	After jumping, swing the great hammer in the air to create a huge pillar of fire on the ground in front. The number of HITs is only 3, but the stun value is high and it is easy to hit consecutively, so it is okay to use it actively.
	5	300	660	3	B	Front		
SP Consumption 22	10	330	660	3	B	Front		
Clap Pound	1	505	610	6	B	Front	Third charge interval	Strike the ground and deliver a powerful final blow that creates a pillar of fire. Wide Fifth charge interval: Can attack a wide range, and with many HIT counts, it is easy to land attacks. Due to the high stun value, it is recommended to use it in boss battles as well.
	5	675	845	8	B	Front		
SP Consumption 45	10	765	845	8	B	Front	Fifth charge interval	
Burst Swing	1	575	705	2	B	Front	Start~15	An attack where the great hammer is swung up with full force, similar to the motion of a charge attack. However, this one can attack a significantly wider area and easily deal damage to enemies on higher terrain.
	5	680	970	3	A	Front	Start~15	
消費SP 45	10	770	970	3	A	Front	Start~15	
Meteor Smash	1	540	530	4	B	Projectile	Start~Jump	Leap into the air and continuously shoot lava projectiles at the ground. The attack's startup is slightly slow, but there is invincibility time until the jump. Power The high jump power and stun value, along with the ability to attack a wide area, are its attractive features.
	5	695	720	5	B	Projectile	Start~Jump	
SP Consumption 45	10	765	970	6	B	Projectile	Start~	
Dragon Blaze	1	1135	840	7	B	Frontal + projectile	Start~Fireball	Creates a giant fireball in front, then launches the ball forward. The range of the thrown fireball is long, but since damage can also be dealt during the fireball creation phase, use it by approaching the enemy.
	5	1435	1030	13	B	Front + Projectile	Start~Fireball	
消費SP 90	10	1680	1030	13	B	Front + Projectile	Start ~ Fireball	

EXTRA Skill

An EXTRA skill that causes a massive eruption of the ground, attacking a wide range of enemies at once. Although only the power increases at Lv2 and Lv3, the stun value is originally high, making it very reliable. Additionally, since the damage does not disperse, it can deal great damage to many enemies, which is also an advantage. It is especially useful in boss battles where normal monsters appear. Method to obtain Lv3

Defeat the Flame Dragon "Ang-Baal" in Chapter 7B-9 (P.090)

← Mustafa's full-power strike causes a great eruption, and fierce flames envelop the enemies.

EXTRA Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time
Flame Hazard	1	1615	1090	5	A	Range	Full Invincibility
Inferno	2	2095	1090	5	A	Range	Full Invincibility
Melt Catastrophe	3	3125	1090	5	A	Range	Full Invincibility

Mishera

Mycella

A blind priestess who serves as the chief of the Kairos Village. She possesses the foresight ability to know various omens by listening to the voice of the wind, and she predicted the arrival of Adol and his companions. Additionally, she is skilled in the art of wind manipulation and, despite her blindness, offered to accompany them on their dangerous journey.

"My eyes do not reflect the light, but"
The unseen things
You can view it.

Basic Abilities

Possibly due to the setting as a shrine maiden, the ability values are generally low. Although the party support effect can reduce damage taken, the HP is low and the DEF is also low, so it is dangerous to take enemy attacks. Since she has a variety of long-range attack methods, try to fight from a distance outside the enemy's attack range.

Basic Ability Data

Weapon	Staff	Attack Attribute	Shooting
Body Armor	[illegible]	Arm Armor	Bracelet
Party Support Effect	Damage Taken Reduction	Movement Speed	82.5
Invincibility Time During Evasion	Invincible for 4 Frames from Start		

Lv	HP	STR	DEF	DEX	AGL	Support Effect
23	520	106	51	46	11	1.19 times
50	1309	283	145	96	26	1.30 times
99	3375	881	476	186	68	1.50 times

Normal Attack

Number of Attacks: 1

Attack by launching a mass of wind from the staff. Although weak to elevation differences, it has a long range and the strength of being able to perform the next attack immediately after an attack. It can attack even while moving.

Thus, it is possible to avoid enemy attacks while attacking.

Charged Attack

Sends out a homing wind orb. Even if enemies are behind, if the distance is far enough, it has high homing ability to hit them. It also flies vertically, so it is reliable even in terrain with height differences.

Skill

Equipped with skills that can attack a wide area, making it easy to perform well in places with many enemies. Since SP consumption is high, equip the Blue Magatama or Red Magatama to reduce SP consumption and enable frequent skill use.

Check the attack range of each skill and deal damage to as many enemies as possible.

Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time	Description
Wind Cutter	1	100	15	5	B	Projectile	—	An attack that creates a vacuum wave and sends it forward. The range of the vacuum wave is not very long, so it may not hit enemies that are far away. Use it when there are multiple enemies in front of you.
	5	125	20	6	B	Projectile	—	
消費SP 12	10	135	20	6	B	Projectile	—	
Storm Wind	1	105	30	1	B	Projectile	—	Shoot a condensed wind bullet. The attack activates quickly and can be used consecutively, so the low number of HITs can be compensated by the number of hits. Depending on the enemy's strength, it is good to switch between this and the normal attack, which has a similar feel.
	5	135	10	1	B	Projectile	—	
消費SP 12	10	145	10	1	B	Projectile	—	
Calm Gust	1	40	110	2	A	Range	Start~10F	Create a gust of wind around you. It can attack a wide area and has a high stun value, making it useful when facing many enemies. It is weak at Lv1, so raise the skill level.
	5	135	250	5	A	Range	Start~10F	
消費SP 12	10	145	250	5	A	Range	Start~10F	
Absorption	1	100	30	5	A	Projectile	—	Generate a small tornado in front, dealing damage to enemies while pulling them in. You cannot move while using the skill, but you can change Mysera's direction to some extent, allowing you to track enemies.
	5	140	35	6	A	Projectile	—	
消費SP 12	10	155	35	6	A	Projectile	—	
Ascension	1	105	40	1	S	Range	—	Create a small whirlwind around yourself that lifts enemies hit by the attack. If you use the skill consecutively on enemies that are easy to lift, you can keep enemies suspended in the air continuously.
	5	140	45	1	S	Range	—	
SP Consumption 12	10	150	60	2	S	Range	—	
Storm Gust	1	260	75	4	S	Range	Start~6F	Generate a huge tornado around yourself, dealing damage to enemies within range and blowing them away. Like Calm Gust, it easily entangles enemies and has high power, so use it actively.
	5	295	80	6	S	Range	Start~6F	
Consume SP 25	10	325	80	6	S	Range	Start~6F	
Depression	1	270	75	6	A	Projectile	—	A skill with the opposite effect of Absorption, generating a tornado in front to push enemies far away. It is good to use when you want to keep distance from enemies, but be careful as you cannot move while using the skill.
	5	280	85	8	A	Projectile	—	
消費SP 25	10	315	85	8	A	Projectile	—	
Purge Wind	1	205	60	5	A	Projectile + Area	—	Generate a tornado that splits upon hitting enemies, creating vacuum waves. If used on closely packed enemies, it can attack multiple foes, but for the same SP consumption of 25, Storm Gust is easier to use.
	5	260	75	5	A	Projectile + Area	—	
Consume SP 25	10	335	90	10	A	Projectile + Area	—	
Triscloud	1	220	35	3	A	Projectile	—	A skill similar to Wind Cutter that continuously releases vacuum waves in front to attack. This skill has the effect of blowing enemies away, and some enemies fall down after being blown away.
	5	300	45	5	A	Projectile	—	
消費SP 25	10	335	45	5	A	Projectile	—	
Aerial Beak	1	515	110	5	A	Front + Area	—	Create a fan-shaped storm zone in front, dealing damage to a wide range of enemies while blowing them away. It can be used to keep distance from enemies, and with high power and stun value, it is also an excellent attack method.
	5	585	120	5	A	Front + Area	—	
Consume SP 50	10	735	135	6	A	Front + Area	—	
Tornado	1	620	125	9	C	Projectile + Area	—	Fire a wind bullet that creates a tornado at the impact point, pulling enemies in. It has high power and can attack a wide area, so actively use it to earn skill experience and raise the skill level.
	5	765	115	13	C	Projectile + Area	—	
SP Consumption 50	10	865		13	C	Projectile + Area	—	
Atomis Cutter	1	490	115	?	A	Projectile	—	Creates a massive shockwave in front to attack. Since the shockwave does not disappear even when it hits enemies, it can attack multiple enemies lined up in a straight line. Additionally, it is easy to hit enemies positioned on higher ground.
	5	590	115	?	A	Projectile	—	
Consume SP 50	10	665	115	?	A	Projectile	—	
Aerial Orb	1	1120	180	8	S	Projectile	Almost all	create countless highly homing bullets. It is the last skill to be learned.
	5	370	230	[illegible]	S	Projectile	Almost all	are very easy to use, but since they consume a lot of SP, rapid firing is not possible.
SP Consumption 100	10	1600	230	10	S	Projectile	Almost all	are not. When equipping skills, equip the Crimson Magatama.

EXTRA Skill

Generates a massive tornado around Mycella, dealing damage to enemies within a wide range. It can attack multiple enemies at once, and since the damage does not disperse, it is very easy to use. For Mycella, who has few high-power skills, this becomes a valuable source of damage, so try to catch as many enemies as possible within the attack range when using it. Method to obtain at Lv3

Defeat the Wind Dragon ≪Mu=Anti≫ in Chapter 7C-6 (P.094)

The huge tornado generated around Mycella wraps up enemies and slashes them apart.

EXTRA Skill Data

Skill Name	Lv	Power	Stun	HIT	Accuracy	Attack Range	Invincibility Time
Turbulence	1	158[illegible]	220	16	S	Full Area	Invincibility
Geostream	2	2090	235	17	S	Range	Full Invincibility
Wind Legion	3	30[illegible]	250	18	S	Range	Full Invincibility

Sigroon

Sigrun

The Hundred-Dragon Commander of the Dragon Knights who serves as Aisha's bodyguard. A master archer, Aisha's archery skills were personally taught by her. He has a very serious personality but can be inflexible at times, causing conflicts with those around him. After allowing Aisha's disappearance, he is running around Altago City searching for her whereabouts.

"Ah, Lady Aisha......!" Where on earth did you go?

Basic Abilities

AGL is outstanding, combined with the advantages of high movement speed and long invincibility time during evasion, making it easier to avoid enemy attacks. On the other hand, HP and DEF are low, making the character very fragile. Since attacks by pull have a long range, try to attack from a distance to avoid being hit by enemies.

Basic Ability Data

New Weapon	Bow	Attack Attribute	Shooting
Body Armor	Light Armor	Arm Armor	Bracelet
Party Support Effects: Increased EXTRA acquisition amount, Movement Speed			103.0
Invincibility time during evasion: Invincible for 5 frames from the start			

Lv	HP	STR	DEF	DEX	AGL	Support Effect
34	835	160	133	47	117	1.50 times
50	1348	269	228	69	181	1.63 times
99	3474	840	730	136	453	2.00 times

Timing of the Switch with Aisha and Differences in Basic Abilities

Siglune joins the party as a substitute for Aisha for a limited period. Although her skills and EXTRA skills are the same as Aisha's, there are slight differences in basic abilities. As Aisha's leader, she surpasses her in many stats, but perhaps because she often loses track of Aisha's whereabouts, her AGL and movement speed are inferior to Aisha's.

◆ The location where Siglune joins the party is the first destination | Changes depending on the sanctuary.

Switching Period

- Chapter 3-1 to Chapter 6-2: Aisha
- Chapter 7A-4 or 7B-3 to Chapter 8-2: Siglune
- From Chapter 8-3 onward: Aisha

Basic Ability Comparison Data at Lv50

Name	HP	STR	DEF	DEX	AGL	Movement Speed	Body Armor
Siglune	1348	269	228	69	181	103	Light Armor
Aisha	1232	266	212	67	196	106	Clothes

Crusche

Mustafa's younger sister. She has a kind-hearted personality and is troubled by the conflict between her brother and father. She suffers from Iska Fever and was occasionally struck by severe seizures, but temporarily recovered thanks to the power of the Flame Secret Stone granted by the Flame Dragon. Since then, she joined Adol and his companions in place of her brother, who has duties as the village chief.

"Brother, I'm fine, so don't worry."

"Please help these people."

Normal Smile Serious Sadness

Basic Abilities

Among the companions, Kusche has the highest DEF, and HP, STR, and DEX also grow easily. Since he also receives party support effects that increase damage dealt, you want to actively attack and aim for big damage. His low AGL and evasion ability can be covered by his abundant HP and high DEF, so let him fight on the front lines.

Basic Ability Data

Weapon	Great Hammer	Attack Attribute	Strike
Body Armor	Armor	Arm Armor	Bracelet
Party Support Effect: Increased Damage Dealt		Movement Speed	84.5
Invincibility Time During Evasion: Invincible for 3 frames from start			

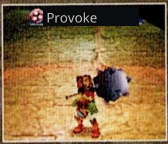
Lv	HP	STR	DEF	DEX	AGL	Support Effect
32	1115	177	172	108	15	0.90x
50	1929	319	316	163	26	0.88 times
99	4967	989	998	311	68	0.80 times

Timing of Replacement with Mustafa and Differences in Basic Abilities

Kusche joins the party as a replacement for Mustafa and supports you until you clear the game. He can use the same skills and EXTRA skills as Mustafa, but the appearance of Provoke changes. There are also slight differences in basic abilities, and perhaps due to the blessing of the Flame Dragon, only his DEF is higher than Mustafa's.

Switching Period

- Chapter7-2 Chapter7B-10: Mustafa
- From Chapter7B-10 onwards, Kusche



Provoking manfully
To the older brother, the younger sister
Spanks the butt cutely
Provokes in a cute manner

Level 50 Basic Ability Comparison Data

Name	HP	STR	DEF	DEX	AGL	Movement Speed	Body Armor
Kusche	1929	319	316	163	26	84.5	Armor
Mustafa	1968	321	307	170	30	84.5	Stirrup

System Explanation

Story

Data Analysis

Character Guide: Kusche

SYSTEM EXPLANATION

Technique

After understanding the basic systems and character traits on the previous pages, next, acquire techniques to apply that knowledge in practice and progress through the game more efficiently.

Combat Techniques to Remember

The combat in this work includes various fundamental and versatile techniques. Knowing these combat techniques or not greatly affects the range of tactics. Differences will emerge. Here, we will guide you through various techniques related to such combat. It is a must-see if you want to proceed through battles more easily.

Adapt to various battle situations with party formation

The party is ultimately composed of a total of seven companions. Since each has different characteristics, deciding who should be in the battle members is a dilemma. Basically, it is good to include one character for each of the three attack attributes (Slash, Strike, and Shoot) so that you can switch between them immediately. Also, do not forget the existence of party support effects. For example, Mustafa (Crushe)'s party support effect increases the damage dealt to enemies. Just having this effect will definitely boost combat power.

Key points of party formation

- Prepare the three types of attack attributes
- Utilize party support effects

If you bias the attack attributes, you may end up in cases where you cannot deal any damage at all.

Example of party formation in the early game

a considerable period from the start of the game, these three become fixed party members. Since the three types of attack attributes are all present, there is no problem with balance, and Dogi's party support effect that increases the stun value dealt to enemies is also not bad.

Example of party formation after gathering companions

This is a case specialized in straightforward combat. Mustafa, who increases the damage dealt through party support effects, and Myshella, who reduces the damage received, are chosen. Since three types of attributes are included, the balance is well maintained.

Dodge enemy attacks

Dodging has a brief invincibility period, and if timed correctly, you can avoid attacks without taking damage. It is an essential action when avoiding attacks that come at you rapidly during boss battles. The invincibility duration during dodging varies by character, with Aisha (Sigrun) and Elk having particularly long invincibility times.

Invincibility duration during dodging by character

5 frames	Aisha (Sigrun), Elk
4 frames	Adol, Gash, Myshella
3 frames	Dogi, Mustafa (Krushe)

When to Use Guard

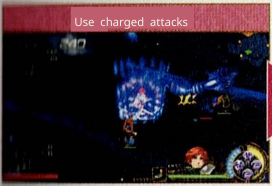
Guard can block all attacks, including projectiles, so once you get used to it, you gain ironclad defense. Also, by chaining guards consecutively, you can quickly accumulate EXTRA, making it very useful offensively as well.

Once you successfully guard once, you can perform consecutive guards by holding down the R button and repeatedly pressing the L button.

Charge SP and Use Skills

The flow of attacks in this game is basically to charge SP with normal and charged attacks, use skills with the charged SP, and then consume the earned EXTRA from skill use to activate EXTRA skills. Therefore, efficiently charging SP for skills is important. In that process, the key is how frequently you use charged attacks that accumulate a lot of SP. Incorporate charging during dodges and skill use to efficiently perform charged attacks. Also, when attacking enemy corpses, it is recommended to use charged attacks to earn SP.

Basic attack flow combining charged attacks and skills



The first strike with a charged attack! If you charge in advance when approaching the enemy, you can immediately use the charged attack.

Once the charged attack hits, immediately use a skill! Cancel the vulnerability after the charged attack and quickly attack with a skill.

Earn SP again with charged attacks. If you charge while using a skill, you can smoothly transition back to charged attacks.

Make use of switching the controlled character.

Non-controlled characters receive various defensive benefits (P.006), so even when the controlled character's HP is low, they often remain in good condition. When the controlled character is in danger, quickly switch to survive the situation.

Also, when using skills with a long execution time, the controlled character cannot move freely during that period. Since non-controlled characters are weaker offensively, switching the controlled character and fighting yourself at this time allows you to deal damage more efficiently.

Effective timing for switching

- When HP is about to reach 0
- When affected by a status abnormality
- While using a skill with a long duration until the attack finishes

◆Non-player characters have a long invincibility time during evasion, and rarely take damage.

Prepare for battles with bosses.

Many bosses in this game are very powerful, so if your character level is low or you challenge them without healing items, it becomes extremely difficult to defeat them. Even if you get a game over in a boss fight, you can retry, but the situation at the start of the boss fight does not change, so if you haven't saved, it may become irrecoverable. Check the characteristics and preparations listed on the right, and challenge them in perfect condition.

The monument is also a teleportation destination. Be sure to touch it before entering the boss battle.

Characteristics of Boss Battles

- The camp menu cannot be opened, and changing equipment, battle members, or saving becomes impossible.
- If a game over occurs, selecting retry will restart from the beginning of the battle.
- Bosses have no elemental weaknesses, but damage multipliers are set for each character (P.008).
- Basically, bosses do not enter stagger motions,
- and RUSH attacks may occur.

Preparation Before Boss Battle

- Prepare as many healing items as possible
- Charge SP and EXTRA to the maximum
- Equip accessories effective for the boss battle
- Save the game

Actively Aim for Stun

Stun is something you always want to keep in mind during combat. If you aim to fight by targeting stun, you need to pay attention to the stun value of your attacks. The recommended skills are those with moderate stun values but low SP consumption. Because they can be used relatively continuously, they often achieve better stun efficiency than powerful skills with high SP consumption and high stun values.

Also, if you make Stun the core of your strategy, the presence of Dogi is crucial. His party support effect is an "Increase in Stun Value" dealt, and from the early stages of the game, he can use Bash with low SP consumption due to his high Stun value.

Recommended Skills When Aiming for Stun

Character Nam	l Name	Stun Value (Lv1/ Lv5)	Consumption SP
Adol	Down Thrust	300/375	20
Doggy	Might Quake	175/370	12
Aisha (Sigrun)	Heavy Blast	120/140	9
Gash	Helmet Split	190/260	10
Elk	Crest Fall	150/210	8
Mustafa (Krushe)	Revolve Swing	735/1030	22
Maishera	Calm Gust	110/250	12

Let's suspend enemies to restrict their actions

Enemies that are easy to suspend with our attacks can be lifted into the air using skills, allowing you to attack them without receiving counterattacks until they fall back to the ground. This enables very safe combat, so always keep this in mind while fighting. Additionally, skills that easily suspend enemies can be confirmed in the description that appears when you hover the cursor over the skill in the EQUIP screen.

◆ Adol's spinning slash is one of the most useful skills for launching enemies into the air.

Using skills for evasion

Some skills have invincibility frames, allowing you to avoid enemy attacks while counterattacking if timed correctly. Check the Character Guide from page 015 to see which skills have invincibility frames. Furthermore, when using skills, there is an effect that reduces damage taken according to the SP consumption, so make use of it. Also, skills that involve quick movement or jumping can be used to dodge enemy attacks even if they do not have invincibility frames.

Note that EXTRA skills grant complete invincibility until the attack finishes (except for Gash's EXTRA skill). They are truly a decisive strike for both offense and defense.

◆ Adol's dash slash has invincibility frames and allows high-speed movement, making it ideal for evasion.

◆Adol's Star Formation is almost entirely invincible until the attack finishes. It is also effective for evasion.

Let's jump over ledges with skills

Ledges on the Field Map and Dungeon Map can be jumped over using certain skills that include jump actions. By utilizing this, movement shortcuts become possible.

Adol's skills suitable for crossing ledges

- Down Thrust
- Quick Break

➡ A rather high step. Originally, it is a one-way passage from top to bottom, but...

◆With Quick Break, which has a high jump height, you can easily jump up onto higher places.

Techniques to Increase Rewards and Experience Points

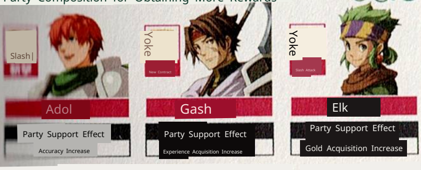
Combat is not always decided solely by skill or knowledge. Character level, skills used, and equipment are also important factors. Here, we will reveal methods to efficiently raise character levels and skill levels, and obtain more materials and gold.

Utilizing Party Support Effects and Accessories

Among party support effects, there are those that increase rewards. Gash's "Experience Acquisition Increase" and Erk's "Gold Acquisition Increase" are examples. Also, equipping the Thief's Gloves accessory makes the gold dropped by defeated enemies 1.5 times, and equipping the Medal of Fortune

The drop rate of rare items from defeated enemies becomes 5 times higher. Additionally, the probability of obtaining rare materials at gathering spots also becomes 3 times higher (up to 100%). Furthermore, the Dragon Knight's Emblem increases the experience points gained by equipped characters by 1.25 times (including standby members).

Party Composition for Obtaining More Rewards



Add Gash and Elk to the battle members to form a party specialized in increasing rewards through party support effects. By adding accessories to this, you can obtain the maximum rewards. However, since this combination mainly consists of slash attribute attacks, adjust Adol's weapon to other attributes accordingly.

Purchase accessories as soon as possible!

The Thief's Gloves, Lucky Medal, and Dragon Knight's Emblem, which increase rewards, are all accessories sold at the Zanzibar Trading Company in Altago City. However, for a long period during Chapter 7 (p.083), you will temporarily be unable to enter Altago City. Therefore, you should purchase these accessories before entering Chapter 7. Even if it requires some effort, buying the Thief's Gloves as early as possible will make it easier to earn funds for purchasing other accessories.

Reward Increase with Elk's Special Skill

Among the skills that Elk can learn, there are special ones that can increase rewards. These are Steal, which causes monsters hit to drop Gold, and Bandit, which causes them to drop rare items. Steal is effective up to 6 times per enemy (from the 7th time onward, it drops 1 Gold each time), while Bandit is effective only once. Additionally, using these skills on the corpses of enemies further increases the rewards. Although these skills have very low power and are hardly reliable as attack methods, they are definitely worth using.

Timing for Acquiring Special Skills

Skill Name	Acquisition Location
Bandit	Acquired from Tildark, who can be purchased after Chapter 7
Steal	Acquired upon joining in Chapter 7

◆ If you incorporate Steal into attacks, you can reliably earn gold while fighting normally.

Let's eliminate misses with the amount of Fuma

Gold and items dropped by monsters disappear after a certain amount of time. In some battles, there is no time to pick them up, or they fall into shadows and become hard to see, causing you to miss out on rewards. To prevent this, you can use Fuma, which can be purchased at the Zanzibar Trading Company. If equipped from the item menu, visible rewards on the screen will be attracted from quite a distance.

◆ Fuma costs 50000 gold and is expensive.

On this page

Earn gold using the introduced method

Let's earn gold.

Earn gold by using synthesis

If you have leftover materials, earning gold through synthesis is effective. Instead of selling materials as they are, synthesize them into equipment and then sell. Even after deducting synth esis costs, selling after synthesis yields greater profit.

◆By using materials that are frequently obtained and often i n surplus, you can e fficiently earn gold.

Comparison of selling prices before and after synthesis

	Item Name	Unit Price	Quantity	Intake
Before synthesis	Forest Charcoal Stone	10	20	+200
	Iron Ore	5	20	+100
	Beast Bone	5	20	+100
	Total	–	–	+400
	Item Name	Unit Price	Quantity	Income
After Synthesis	Sesero Cutter	1500	1	+1500
	Synthesis Cost After	300	1	−300
	Total	–	–	+1200

Efficient Ways to Level Up Skills

Skill levels increase each time the Skill Experience Points reach a certain value. At lower skill levels, it is easier to l evel up, but as the skill level rises, the required Skill Exper ience Points increase significantly. Therefore, to raise a skill to the maximum level of Lv10, you need to earn a large amount of Skill Experience Points. To efficiently accumulate these Skill Experience Points, first equip a weapon that ha s the skill you want to develop to increase the Skill Experi ence Points gained by +1 per use. Additionally, equipping t he Training Collar accessory (I~III) will increase the Skill Ex perience Points gained by up to +3. These effects stack, so by combining them, you can earn up to 5 Skill Experience Points per single skill use.

Combinations and Actions to Maximize Skill Experienc

e	Skill Experience Points
Use Skill	+1
Use a weapon with the skill you want to develop	+1
Equip the Training Collar III	+3
Total	+5

◆The Training Collar Can be synthesized up to Level Ⅱ. Level Ⅱ is found in the Sea Sanctuary's treasure chest (P.108). It is contained inside.

How to Complete the Adventure Log

The Adventure Log allows you to view vario us game data. Each category has specific con ditions for unlocking elements, making it very difficult to complete. Nevertheless, to attempt completion, there are several points to be ca reful about as noted on the right.

First, do not refuse the tutorial invitation fro m Cias at the beginning of the story. Monster entries No.1 and No.2 only appear during the tutorial, so if you miss this, they will never u nlock. Also easy to overlook are the support m onsters summoned during boss battles. If you do not defeat them during the boss fight, you will lose the chance to battle them.

Also, be careful with quests that have acceptance deadlin es. Especially at the end of Chapter 6, many quest acceptan ce periods end simultaneously. You should complete all que sts before their acceptance deadlines.

Points to Note When Completing

- Do not skip the tutorial
- Defeat the support monsters that appear during boss battles
- Defeat the Black Mercenary "Gash"
- Do not overlook time-limited quests

→A choice that becomes a crossroads of fate. Even if mistaken, you must not choose "Decline."

★Even if you lose the battle against Gash, the story will p rogress, but it will not be re corded in the Adventure Log.

Story Walkthrough

STORY STRATEGY

STORY STRATEGY

Story Walkthrough

The flow from the start of the game to the clear is explained in 10 chapters (difficulty is NORMAL). Since detailed data such as flowcharts and map information are included, please use it as a reference for攻略.

World Map Guide

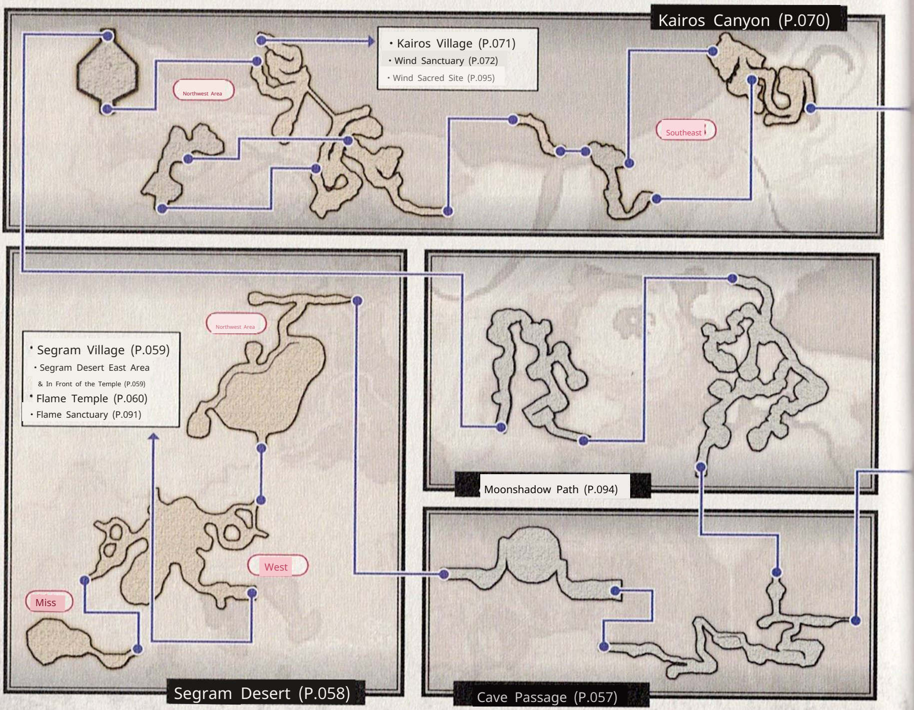
Let's confirm here the connections of multiple Field Maps in Altago, the setting of this adventure. After obtaining the Flame Seal in Chapter 3 (P.055), you can use the Altago map to teleport to any monument, which makes movement significantly easier.

◆ Ultimately, 31 stone monuments (right table) will be registered and can be selected as transfer destinations.

List of Monument Locations

Location	Link	Location	Link
Altago City	P.042	"Wind Altar Front	P.074
Starting Shrine	P.043	Ruins Island	P.077
[Shanua Forest	P.047	In front of the Sea Altar	P.080
Shanua Village	P.048	Iska's Hidden Village	P.084
[Shanua Great Tree	P.049	[Earth Sanctuary Inner Depths	P.088
[Great Tree Middle	P.052	"Flame Sanctuary Middle	P.092
[Earth Altar Front	P.049	Flame Sanctuary Inner Depths	P.093
Before the Cave Passage	P.056	Wind Sanctuary Before the Main Hall	P.097
End of the Cave Passage	P.057	Wind Sanctuary Abyss Chamber	P.100
Segram Village	P.059	Wind Sanctuary - The Innermost	P.100
Flame Temple	P.060	[Sea Sanctuary Intermediate	P.105
Flame Temple Midpoint	P.060	[Sea Sanctuary Innermost	P.110
In front of the Flame Altar	P.061	Well of Souls	P.115
"Underground Waterway - Innermost	P.066	Soul Well Midpoint	P.118
Kairos Village	P.071	Well of Souls Deepest Part	P.122
Wind Sanctuary	P.072		

World Map



How to View the Story Walkthrough

1 Chapter number and the main map name to be cleared there

2 Event flowchart

A summary of actions and procedures to advance the story.

[In: Indicates a character joining the party

Indicates a character leaving the party

Acquisition: Indicates obtaining important items

Choices: Indicates that choices will occur. Depending on the type of choice, it is described as "Dialogue change only," "Event change," or "Item acquisition," and when a specific choice must be selected, that choice is listed.

[Shop Addition: Indicates that items are added to shops in specific cities.

Quest Acceptance Start: Indicates that quests become available for acceptance.

Quest Acceptance End: Indicates that quests become unavailable for acceptance.

Boss: Indicates the appearance of a boss.]

3 Supplementary Information for Event Flowcharts

Supplementary information is classified into three types: "Check!", "Sub-event," and "Choice."

"Check!" contains攻略 information.

Sub-event: Information about sub-events that occur is provided. The story progresses even if sub-events do not occur, but players can obtain items and enjoy interactions with characters.

Choice: Information about important choices related to item acquisition, etc., is provided.

4 Map Strategy

Information about the locations of monuments and data on appearing monsters (see how to read monster data on P.146) is provided for cities, field maps, and dungeons visited for the first time in that chapter. The [Procedure] sections listed for some dungeons describe how to disable traps, and following the [Procedure] in order allows clearing the dungeon. Additionally, traps that require special attention such as "Water" (dangerous areas), "Lava," "Rock," "Wind," "Frozen Floor," and "Destructive Wind" are indicated at their locations. Gathering spots include information on "Material type (classified by materials with high appearance rates)," "Quantity obtained (expressed as minimum to maximum)," and "Materials that can be gathered (appearance rate)." When two types of materials are listed, the one below is the rare material. The icons indicating material types are as follows.

Stone: Bone Wood: Water: Fruit : Flower

5 Boss Strategy

Information on how to fight bosses, attacks to watch out for, and RUSH details are provided. For bosses with specific defeat procedures or special behavior patterns, the flow of the battle is also included. For how to read boss data, see the monster data guide (P.146). The explanation for reading RUSH data is as follows. Trigger Condition... Conditions under which RUSH is used.

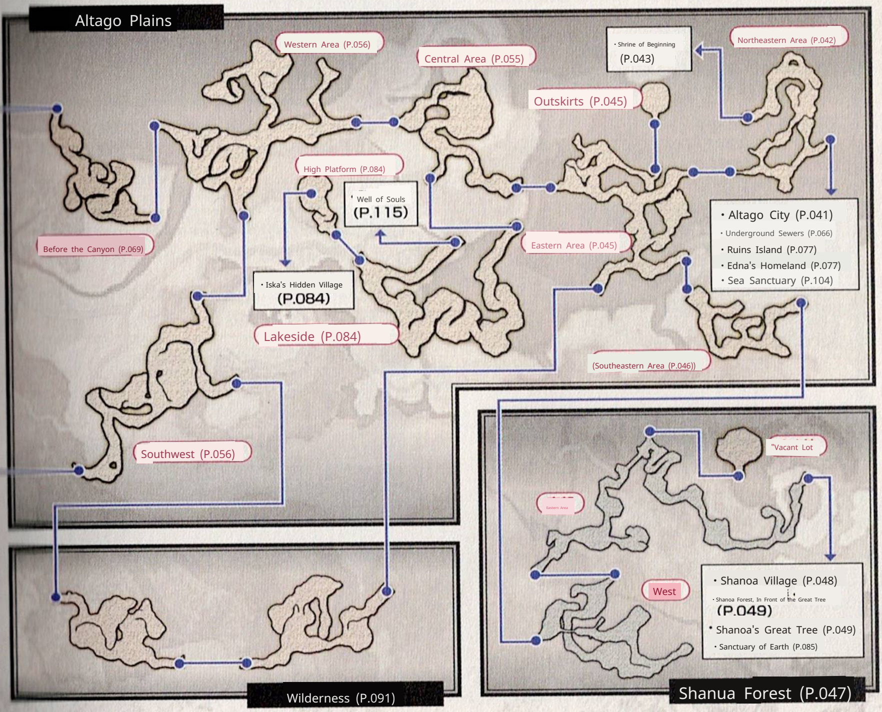
Display Time・・・ Time until RUSH occurs

Release Damage・・・ Damage amount required to release RUSH

Reuse Time・・・ Time needed before RUSH can be used again

Notes・・・ Special conditions, if any, are described

WORLD MAP



Chapter 1
Shrine of Beginnings

Adol, the adventurer who visited the land of Altago, and his partner Dogi are asked by King Kaimeru to investigate a recently discovered shrine. The two who headed to the shrine encounter a ferocious giant beast there...

Let's prepare equipment in Altago City

The boss appearing in the Shrine of Beginning is significantly stronger than normal monsters, so be sure to purchase armor before battle. Rather than buying the cheapest armor after new items are added, it is recommended to fight monsters several times to earn money and buy one rank higher armor. Also, don't forget to replenish healing items.

◆It is good to buy Chain Mail, Small Shield, Chain Guard, and Sailor's Misanga.

Chapter 1 Event Flowchart

1-1 Altago City

- Meet the flower-selling girl (Maya) in the South District

Choice A: Obtain item

- After talking with the herb-selling girl (Tia) at the Central Plaza, move to the South District then head back to the Central Plaza

Choice B: Select "Intervene to help"

- Meet Duke Kaimal at Altago Palace

Choice C: Dialogue change only

- Receive an invitation for training from Commander Saias at Altago Palace

Choice D: Event changes

Obtain Altago map
Shop added: Altago City

- Head to the Shrine of Beginnings

◆You will receive the map regardless of which choice you make, so choose the dialogue you prefer.

1-2 Altago Plain Northeast Area

1-3 Shrine of Beginning

- Proceed deeper and examine the altar

Boss: Two-headed Turtle "Velcrea"

Obtain: Moon Emblem

Chapter2へ ▸P.044

Choices Two important choices occur

The important choices are Choice A, which concerns obtaining items, and Choice D, which concerns triggering the tutorial. Especially, if you do not trigger the tutorial with Choice D, the two monsters appearing in the tutorial will not be registered in the Adventure Log, and you will not be able to complete the Adventure Log, so be careful.

Choice A

In response to "Will you buy flowers for 5 Gold?"
"Yes" → Pay 5 Gold and obtain Komona's Flower and Nadri's Flower
"No" → Do not obtain the items

Choice D

In response to "It should be much easier to understand than explaining verbally."
"Learn how to use it" → Perform combat training (tutorial)
"Decline" → Do not perform combat training (tutorial)

◆If you did not watch the tutorial, a sub-event with Urza, the arena manager, will occur in the arena.

Check! Let's aim for the Shrine of Beginnings

The path to the Shrine of Beginning is straightforward, so if you follow the road through the northern part of the Altago Plain, you will reach it. Here, you will fight monsters and get a feel for combat. Be sure to also obtain items from treasure chests and gathering spots.

Map Strategy

Altago City

Arena

A facility where matches and executions are held. When the tutorial triggers, you will be taken to the arena by Saias, the Dragon Captain. Here, you can meet Urza, the manager, and as the story progresses, sub-events with other characters will also occur.

Altago Ducal Palace

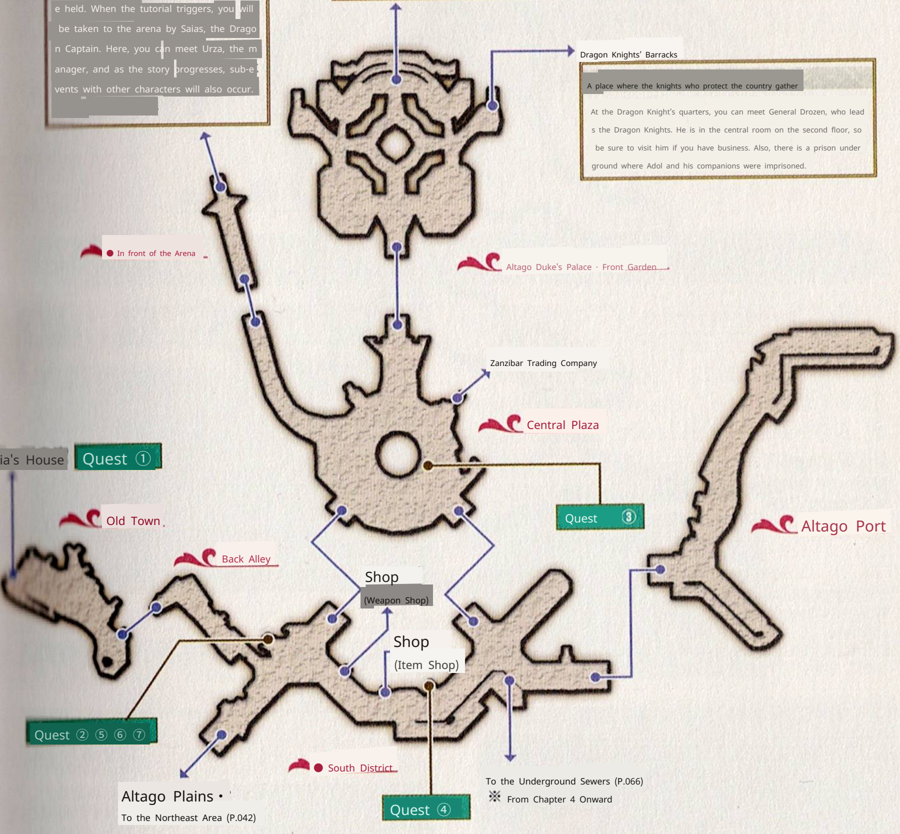
The residence of the ducal family governing the country

The Altago Ducal Palace, where Duke Kaimar resides, is an important location you will visit frequently to meet him. The interior is two stories: the central audience chamber is on the first floor, with Orbus the Chancellor's private room on the right. On the second floor, Duke Kaimar's private room is on the left, and Aisha's private room is on the right. Additionally, several sub-events may occur here depending on the story progression.

Dragon Knights' Barracks

A place where the knights who protect the country gather

At the Dragon Knight's quarters, you can meet General Drozen, who leads the Dragon Knights. He is in the central room on the second floor, so be sure to visit him if you have business. Also, there is a prison under ground where Adol and his companions were imprisoned.

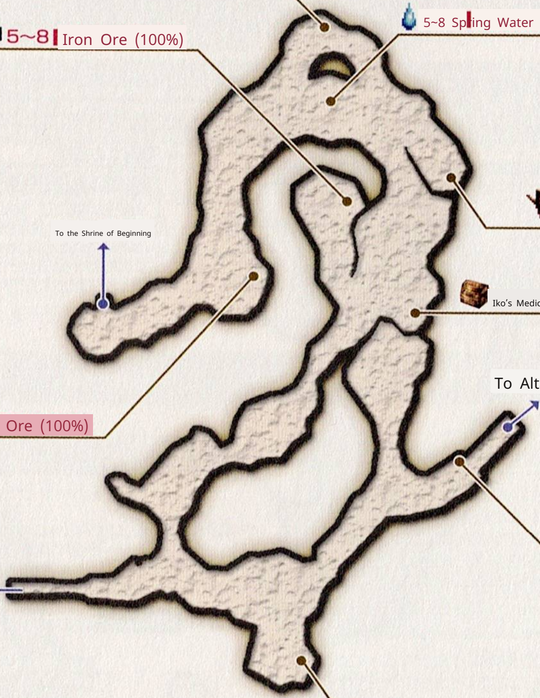


Period When Entry to Altago City Is Restricted

Altago City, which you will visit many times as a base for your adventure. In the city, there are shops handling weapons, armor, and tools, as well as the Zanzibar Trading Company, which offers special items that cannot be bought at other stores, making it very convenient. However, once you head to the Ruins Island in Chapter 6-1, you will not be able to enter the city again until progressing to Chapter 8. Be sure to purchase items useful for your adventure before then.

◆ Items that make collection easier, such as the Fuma's items, and the Thief's Gloves that increase the amount obtained, are definitely worth purchasing.

Altago Plains



Sub Character Introduction 1

Tia

A herb-selling daughter living in the old town of Altago City. She has extensive knowledge of medicinal herbs and is also active as an apothecary. She has a reserved personality but a strong core, and she took in Maya, who became an orphan due to the conflict, treating her like a real younger sister.

Maya

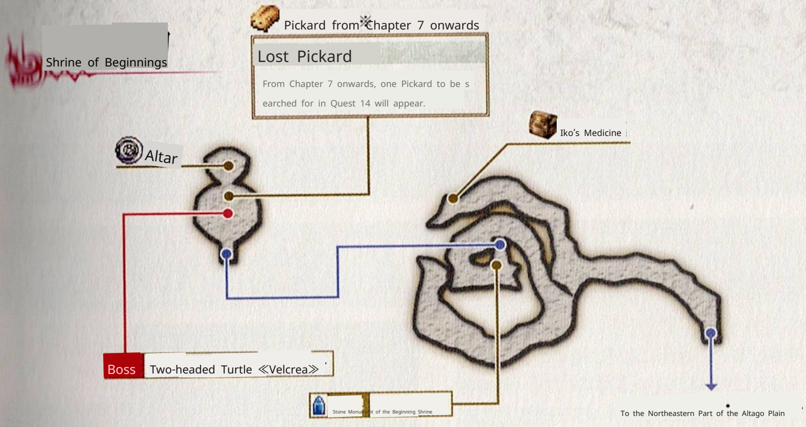
A girl cared for by Tia. Possibly due to the shock of losing her family in the conflict, she cannot speak. However, she has a bright personality, is very curious and friendly, and tries to communicate her intentions through gestures.

Monster Data

No.	Name	HP	Weakness	Materials
3	Kuru	30	—	Beast Skin (55%), Beast Bone Fragment (22%), Beast Hair (22%)
4	Gil	37	斬	Beast Fluid (100%)
5	Deargarafumu	58		Beast Bone Fragment (95%), Iron Ore (4%)

Appears after Chapter 7-3

No.	Name	HP	Weakness	Materials
7	Garafumgore	3030	—	Giant Beast Bone (71%), Beast Horn (14%), Giant Beast Spine (14%)



Boss Strategy

No.117 Two-headed Turtle ≪Velcrea≫

Boss Data

LV	HP	STR	DEF	DEX	AGL	Stun	Float
[illegible]	4060	41	19	11	10	A	×

Aim for openings to deal damage

Even if you are prepared, at around Lv2 you will take approximately 15 damage. Watch the boss's movements carefully, evade attacks, and then counterattack. When HP falls below 10%, the boss will stop moving and become immune to damage. After that, an event will trigger allowing you to use the EXTRA Skill, so defeat the boss using the EXTRA Skill.

◀ For attacks that cause the ground to rise, move left and right to avoid them. For bubble-spitting attacks, keep your distance from the opponent to evade.

Attack to Watch Out For 1

Neck Attack

The boss rapidly extends one neck. Once you confirm the preparatory movement, move to the bottom of the map where the attack cannot reach. There is also a sweeping attack with one neck, but this also cannot reach if you stay near the bottom of the map.

Attacks to Watch Out For 2

Spinning Attack

There are two types: a stationary spinning attack that pulls you in, and a moving spinning attack. For the stationary one, simply move away from the boss. For the moving attack, follow the boss's movement and circle around to avoid it.

RUSH Continuous Water Pillars

RUSH Activation Condition: HP below 1/2 Display Time: [redacted] seconds Cancel Damage: 2[redacted]0 Cooldown Time: 60 seconds or more

Data [redacted]tes: A[redacted]ays used at least once

Giant water pillars continuously erupt across the entire map.

The damage required to cancel is high at 200, making cancellation difficult.

When RUSH is displayed, deal as much damage as possible, and focus on evasion when the attack is about to activate.

Water pillars form in specific locations, and puddles appear beforehand, so move away from these areas and wait for the attack to end.

Chapter 2
Great Tree of Shanua

Adol and his companions reported the events at the shrine to Duke Kaimar and learned of the dragon sleeping in Altago. Following the duke's advice, they set out for the village of Shanua, where an altar dedicated to the dragon stands.

Prepare for the long journey

Hizu

The final destination, the Great Tree of Shanua, is located quite far from Altago City. Along the wa y, in addition to regular monsters, bosses will also appear, so proceed while replenishing healing ite ms. When stopping by the village of Shanua, it is advisable to craft weapons through synthesis and upgrade your armor to one rank higher.

◆Gather materials nee ded to craft the Sesero Cutter and Leather G auntlet from the Great Tree of Shanua.

Chapter 2 Event Flowchart

2-1 Altago City

Choices: A ly dialogue changes

Quest acceptance starts ⑤⑥

・Meet Duke Kaimar in the Audience Chamber

Choose option B "I want to visit"

Obtain the Duke's Letter of Introduction

Quest Acceptance Begins ①②③④

Head to the Village of Shanua

2-2 Altago Plains - Northeast → East Southeast

Quest Acceptance Start 118

2-3 Shanoa Forest - West and East

After meeting the boy (Elk) in the West, chase him and retrieve th e stolen Duke's Letter of Introduction.

Boss Great Tusk Boar "Esgalion"

Obtain Duke's Letter of Introduction (Reacquire)

2-4 Shanoa Village

Quest Acceptance Start ⑧

Meet Elder Fatima at the village chief's house and hand over the Duke's Letter of Introduction.

Select "Option C" and then "Yes"

Obtain Great Tree Key

Enter Elk

Quest Acceptance Start ⑨

Quest Acceptance End ①

・Head to the Great Tree of Shanua

Check! Quest Acceptance Begins

From Chapter 2, you will be able to accept quests. Clearing q uests rewards you with tools and accessories, so refer to Qu est Strategy (P.126) when attempting them. Note that Quest ① has a short acceptance period, so be careful.

Sub Event: Let's Talk with Tia and the Others

After Adol wakes up at Tia's house, talking to either Tia or Maya inside the house will trigger a conversation event. Aft erwards, if you talk to Maya, you can obtain a Nadri flower as a celebration of recovery.

Check! Let's Aim for Shanua Forest

To reach Shanua Forest, move through the Altago Plain: Northeast → East → Southeast. At this stage, it is also possible to go from the East to the Central area, but without party members with ranged attributes, it is difficult, so explore that later.

Check! Beware of the Appearing Boss

Passing through the West → East of Shanua Forest leads to Shanua Village, but a boss battle will occur along the way. If healing items are running low, return to restock.

Check! Confirm Equipment and Quests

In Shanua Village, you can accept two quests. While gather ing the gold and materials needed to upgrade equipment, try to clear as many quests as possible.

2-5 Shanoa Forest - In Front of the Great Tree & Shanoa Great Tree

- Proceed deeper to search for the altar
- Obtain Primitive Sap
- Obtain Diamond Shoes
- Boss: Great Winged Insect ≪Zeranfis≫
- Examine the altar
- Obtain Earth Seal
- Head to the Village of Shanua

Check! Create a path with Primitive Sap

In the Great Tree of Shanua, you must disable mechanisms with Primitive Sap before proceeding further. Refer to the map guide (P.049) for the steps and aim for the location of the altar.

2-6 Shanua Village

- Talk with Elder Fatima at the village chief's house
- [Theory Elk
- Head to Altago City

2-7 Shanoa Forest: West → East

2-8 Altago Plains: Southeast → East Northeast

- A battle occurs in the East against Deagalahum and two Nagil attacking Tia
- Choice D: Obtain Item

Choice: Help and Protect Tia

On the way back to Altago City, a battle occurs with monsters attacking Tia. If you choose to escort Tia to the town in the post-battle choice, you can obtain a Nightstone from Tia in Chapter 3-1. The Nightstone is worth 5,000 gold, so be sure to get it from her.

Choice D

"(Hey Adol, wouldn't it be better if I escorted you?)" in response to

"Offer to escort Tia to the town" → In Chapter 3-1, you can receive a Night Stone from Tia.

"Decline" → You will not be able to obtain the item.

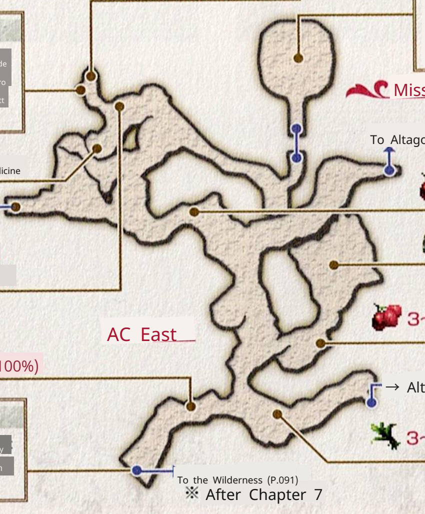
Check! Do not stray too far from Tia.

Tia will stop if she gets too far from Adol and the others. Since you cannot proceed without Tia nearby, be careful not to leave her behind.

Chapter3へ▸P.054

Map Strategy

No Altago Plain



"Vitality Belt I"

Use the goat to break the rocks.

The treasure chest containing the Vitality Belt is hidden behind the giant spring. These rocks can be destroyed with strike attribute attacks, so use Dogi's attack to break the rocks.

Quest (8

Postpone the battle with the giant beast

Quest 18 involves fighting a giant beast, but at the current stage, victory is unlikely. This quest can be attempted at any time, so once you reach around level 30, which is the same level as the monsters, prepare your equipment and then challenge it.

Movable from Chapter 7

The road leading to Kumano is sealed and currently impassable. This path becomes accessible upon obtaining the Moon-Reading Bell (P.083).

System Explanation
Story Walkthrough
Data Analysis
Chapter 2: The Great Tree of Shanoa

Altago Plains

←In the East, it is possible to obtain two accessories. Once obtained, equip them to two characters.

→New monsters appear from Chapter 7-3
Be careful because there is a lot of HP.

Monster Data

No. 4 Nagil HP 37 Weakness Squid
Material Beast Fluid (100%)

No. 5 Deargarafum HP 58 Weakness 打
Material Beast Bone Fragment (95%), Iron Ore (4%)

No. 6 Migo HP 84 Weakness —
Materials Beast Feathers (90%), Beast Bone Fragments (9%)

Appears after Chapter 7-3

No. 7 Garafumgore HP 3030 Weakness —
Material: Giant Beast Bone (71%), Beast Horn (14%), Giant Beast Spine (1[illegible]%)

No. 8 Zongirian HP 4680 Weakness —
Materials Giant Beast's Body Fluid (100%)

Sub Character Introduction 2

Duke Kaimar

An intelligent ruler governing the Altago Duchy. He is an old acquaintance of Radock (P.067) and has heard about Adol from him き、He assists Adol.

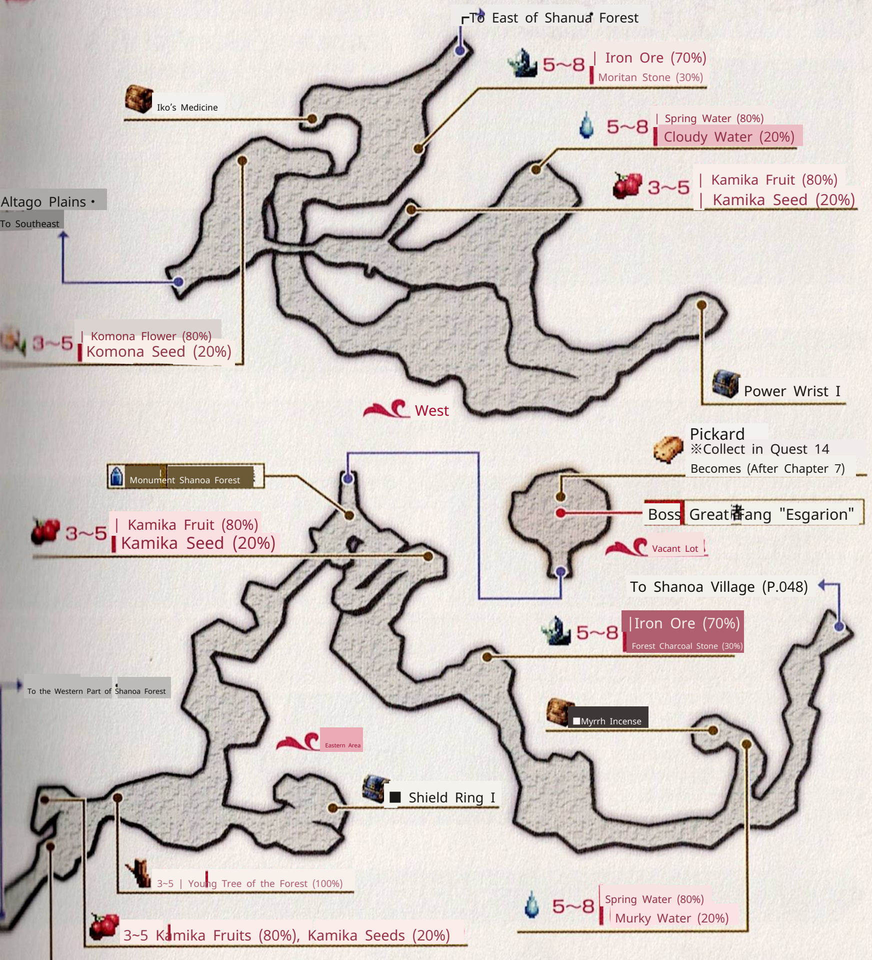
General Dreissen

A general who commands the Dragon Knight Order and is the biological father of Mustafa and Crushe. When he assumed his current position
He passed on the position of village chief to Mustafa.

Orbus Chancellor

Duke Kaimar The chancellor of the duchy who assists the duke. He prioritizes the development of trade and has had conflicting opinions with the duke regarding future policies.

Shanua Forest



Quest ⑨ 13 Visit After Acceptance

The Dosojin to be worshiped in Quest 013 is located near the entrance of the western part of Shanoa Forest.

After accepting the quest and gathering the necessary items, visit the Dosojin.

Monster Data

No. 9 Phalom P	H 96	Weakness	斬
Materials: Komona Flower (86%), Iko Leaf (8%), Iko Seed (4%)			
No. 10 Sepeto	HP 76	Weakness	—
Materials: Beast Hide (83%), Iron Ore (16%)			
No. 11 Iobite	HP 69	Weakness	打
Material Beast's Body Fluid (100%)			
No. 12 Ithu P 93	H [redacted]	Weakness	斬
Material Beast's Body Fluid (83%), Forest Charcoal Stone (16%)			

Appears after Chapter 7-3

No. 16 Irgarion	HP 3560	Weakness	—
Material Giant Beast's Bone (71%), Beast's Fang (14%), Giant Beast's Spine (14%)			

Boss Strategy

No.118 Great Fang Boar "Esgarion"

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Launch
6	3550	63	31	17	21	C	◎

The openings before and after attacks are opportunities to strike. The boss has many attack methods targeting the front, and constantly moves to bring the controlled character into the attack range. When the boss attacks, there are preparatory actions such as the body glowing, so when you see that, stop attacking and focus on evasion. After evading the attack, approach the boss again and deal damage.

⬅ If you fail to evade, you may receive consecutive damage. Recover immediately when in danger.

Attack to Watch Out For 1
Rock Throw

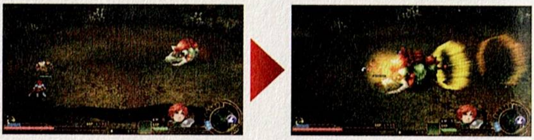
This is an attack where the boss gouges the ground with its fangs and throws rocks. When throwing many rocks, there is a preparatory action of inhaling breath. The rocks fly forward from the boss, so evade to the left or right from the front of the boss.

Attack to Watch Out For 2
Breath

After raising its head and inhaling breath, the boss exhales a green breath forward. Touching the breath causes damage and immobilizes you for a certain period. Move away or evade to the left or right.

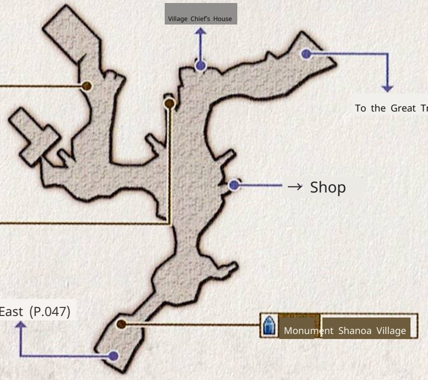
Attack to Watch Out For 3
Charge Attack

The boss performs three types of charge attacks. The attack marked with a red line on the body charges three times and turns toward you during the charge. However, the movement distance is short, so when it charges, either move away or evade to the left or right. The attack marked with a yellow line on the body has one or six charges. This charge covers a long distance, so evade to the left or right.



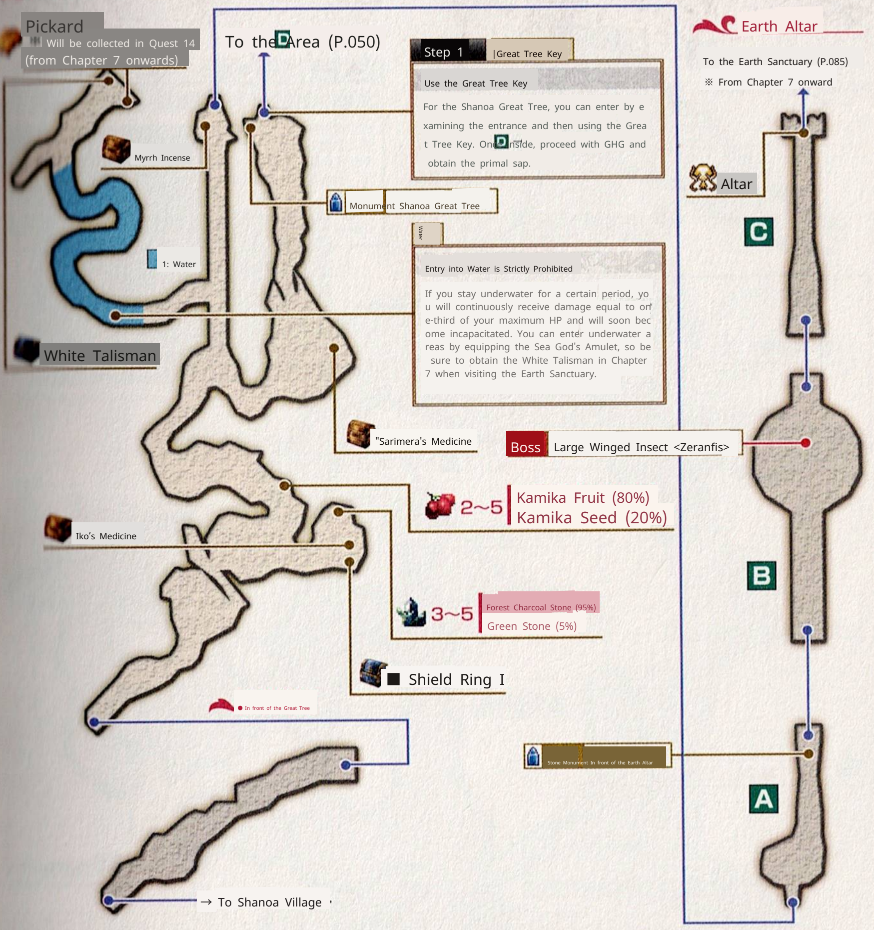
Map Strategy

Shanua Village



Shanua Forest

Great Tree of Shanua



Step 1 | Great Tree Key

Use the Great Tree Key

For the Shanoa Great Tree, you can enter by examining the entrance and then using the Great Tree Key. Once inside, proceed with GHG and obtain the primal sap.

Water

Entry into Water is Strictly Prohibited

If you stay underwater for a certain period, you will continuously receive damage equal to one-third of your maximum HP and will soon become incapacitated. You can enter underwater areas by equipping the Sea God's Amulet, so be sure to obtain the White Talisman in Chapter 7 when visiting the Earth Sanctuary.

Monster Data

No. 13 Phalormunk HP 137 Weakness: Slash
Materials: Komona Flower (95%), Komona Seed (4%)

No. 14 Misram HP 164 Weakness
Materials: Beast Thick Hide (66%), Beast Feather (26%), Forest Charcoal Stone (6%)

No. 15 Org HP 219 Weakness
Materials Beast Bone Fragment (90%), Beast Bone (9%)

No. 17 Zeran Aeg HP 346 Weakness
Materials Beast Body Fluid (71%), Iron Ore (21%), Forest Charcoal Stone (7%)

No. 18 Biwaru HP 236 Weakness 斬
Materials Thick Skin (74%), Forest Sapling (14%), Iko Leaf (7%), Iko Seed (3%)

No. 19 Pizonagil HP 39 Weakness:
Materials: Beast Thick Hide (83%), Beast Bone (16%)

No. 20 Org=Low HP190 Weakness
Materials Beast Bone (76%), Beast Thick Skin (23%)

No. 21 Org=Sim HP 321 Weakness
Materials Beast Bone (100%)

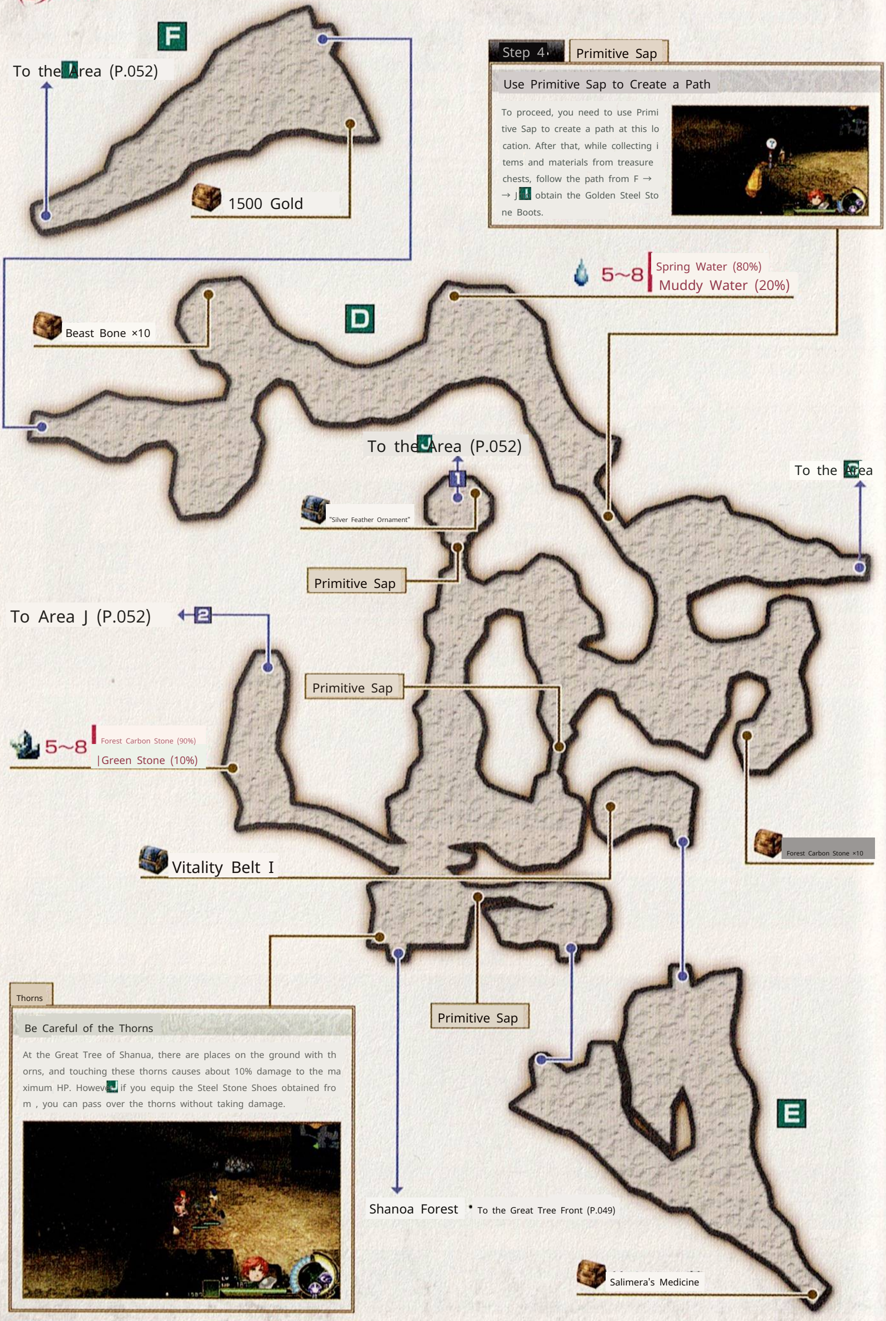
No. 22 Madobiwaru HP 297 Weakness Slash
Materials Thick Skin (74%), Forest Sapling (14%), Komona Flower (7%), Komona Seed (3%)

No. 23 Tadrog HP 145 Weakness
HP 145 Weakness
Materials Beast Bone (86%), Beast Bone Fragment (8%), Green Stone (4%)

Appears after Chapter 7-3

No. 16 Irgarion HP 3560 Weakness
Materials Giant Beast Bone (71%), Beast Fang (14%), Giant Beast Spine (14%)

Shanua Forest



Step 4 Primitive Sap

Use Primitive Sap to Create a Path

To proceed, you need to use Primitive Sap to create a path at this location. After that, while collecting items and materials from treasure chests, follow the path from F → → J obtain the Golden Steel Stone Boots.

Thorns

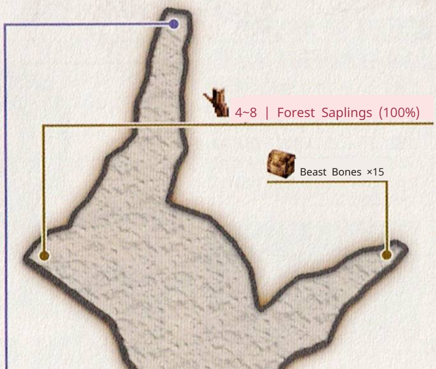
Be Careful of the Thorns

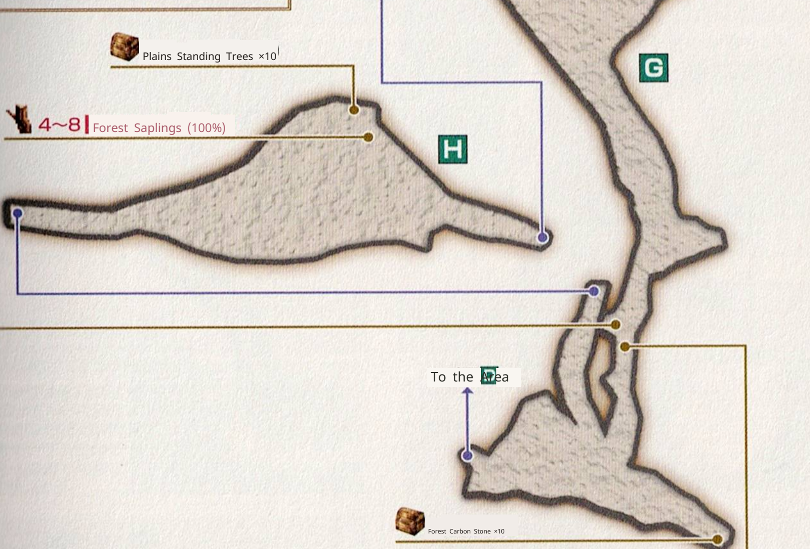
At the Great Tree of Shanua, there are places on the ground with thorns, and touching these thorns causes about 10% damage to the maximum HP. However, if you equip the Steel Stone Shoes obtained from , you can pass over the thorns without taking damage.

Step 2 Primitive Sap

Obtain Primitive Sap

Investigate this location to obtain Primitive Sap. After obtaining it, shortcut from the location in Step 3 to return to the round, then proceed to the location in Step 4. Note that Primitive Sap is used not only on the Great Tree of Shanua but also at the sacred grounds visited in Chapter 7, so keep this in mind.





Introduction of Sub Characters 3

Fatima Elder

Grandmother of Elk, the elder of Shanoa Village. She is well-versed in the ancient legends of Altago and once served as a trusted advisor to Duke Kaimar.

Step 3 Primitive Sap

Use Primitive Sap to create a shortcut

Primitive Sap has the effect of promoting plant growth. When used at a location with plant buds, the plants rapidly grow, creating a path and allowing passage through previously inaccessible areas. Using Primitive Sap at this location enables a shortcut, so use it when returning.

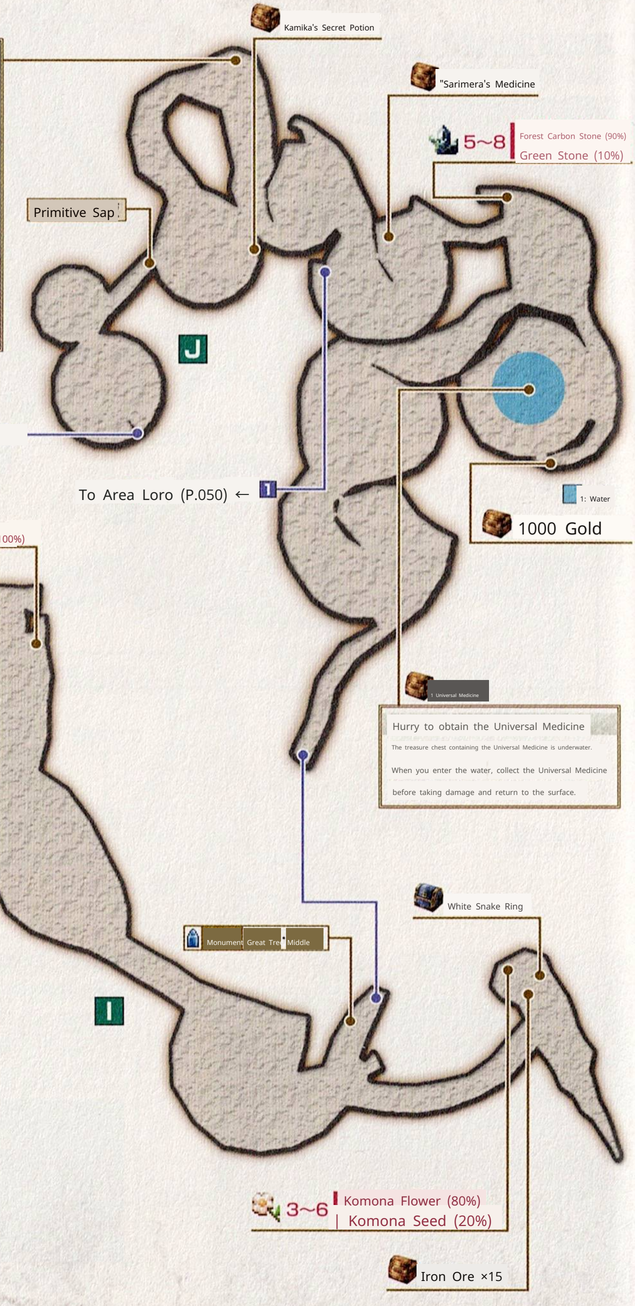
Shanua Forest

Step 5

Diamond Shoes

Obtaining the Diamond Shoes

If you equip the Diamond Shoes obtained from the treasure chest, you can freely move over the spikes. After advancing through the spike-filled area ahead and returning, move from [J] in front of the Great Tree to point A and aim for the altar. Note that the treasure chest is covered with vines, so attack to destroy the vines.



Hurry to obtain the Universal Medicine

The treasure chest containing the Universal Medicine is underwater.

When you enter the water, collect the Universal Medicine before taking damage and return to the surface.

No.119 Large Winged Insect <Zeranfis>

Boss Data

Lv HP STR DEF	DEX AGL	Stun	Float	[redacted]	[redacted]	[redacted]
10 4010924823	[redacted]	[redacted]	[redacted]	36	A	×

Let's deal damage to the tongue

The six legs have HP independent from the boss body. When all the legs' HP reach zero, a tongue that can damage the boss body will appear. The period while the tongue is out is your att ack opportunity, so strike all at once. Also, the tongue appears even during stun, so don't miss the chance. Additionally, Dogi h as a high damage multiplier against legs, and Elk has a high da mage multiplier against both legs and the tongue, so control th em to make the most of their abilities.

Monster Data (Zeran Aeg for Boss Battle)

Lv	HP	STR	DEF	DEX	AGL	EXP
10	1358	71	61	23	36	54

The process of dealing damage to the boss body

1 Attack the left and right legs

While circling to the boss's side, attack the six and reduce their HP to 0.

2 When the HP of all legs reaches 0...

↑ When the legs' HP reaches 0, the boss becomes incapacitated and the tongue appears for a limited time.

3 Focus your attacks on the appeared tongue

↑ The tongue is the only part that can deal damage to the boss's main body. Attack this part until the legs revive.

Attack to Watch Out For 1

[Jump Attack

After the body glows, jump and perform a stomping attack. If you are near the boss, you will take damage, so once you confirm the preparatory movement, continuously evade. Hurry and move away.

Attacks to Watch Out For 2

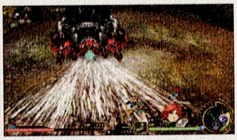
Charge Attack

While glowing, it char ges toward you. It may charge once or twice c onsecutively, but you ca n avoid damage by dod ging left or right for eit her attack.

Attack to Watch Out For 3

Net Attack

An attack that spits a fan-shape d net straight from the mouth. Tou ching the net causes damage and t he overweight status abnormality . You can avoid it by dodging left o r right or by keeping distance from the boss.



Attack to Watch Out For 4

Summoning Zeran Ray

Summons two Zelan Aeg that are stronger than usual. They use attacks that cause the burn status abnorma lity, so hurry to defeat them. After su mmoning, aim at the spots where th ey do not move with Dogi, who has a high damage multiplier.

[Attack to Watch Out For 5

Attack Using

The giant tongue extends toward the controlled charact er. If the tongue hits, that character becomes unable to be controlled for a set period and continuously takes dam age. The tongue moves slowly, so it is easy to avoid, but while restrained, you can deal damage to the tongue, so t here is a strategy to deliberately get restrained and then c ontrol another character to attack.

Chapter 3

Temple of Fire

Having received new power at the Earth Altar, Adol and his companions decided to visit all the altars located throughout Altago.

They set out toward the Fire Altar together with their new ally, Aisha.

Skillfully switch controlled characters to adventure.

With the addition of Aisha, who has a shooting attribute, you can fight flying-type monsters, which are difficult for slash and strike attributes, more advantageously. From Chapter 3 onward, many flying-type monsters appear, so adapting to the target is important.

Switch the controlled character efficiently and fight effectively. Although the journey to the Flame Temple is long, items can be replenished at shops along the way, so it is okay to use them without hesitation.

Chapter 3 Event Flowchart

3-1 Altago City

- Talk with General Dryzen on the 2nd floor of the Knight Corps barracks in Altago Palace.

Obtain General's Letter

Quest Acceptance Start ⑦

- Meet Aisha near the city entrance.

Obtain Aisha

Shop Added: Altago City

- Head to Segram Village

Check! Let's purchase tools and Night Stones

High-performance equipment can be obtained in the village of Segram. Before departure, purchase tools, and only buy Night Stones if you did not receive them in the sub-event below.

Sub-event: Receive Night Stones from Tia

If you escort Tia to the town in Chapter 2-8, after Aisha joins, you can receive Night Stones from Tia. They are essential for future adventures, so be sure to obtain them.

3-2 Altago Plain Northeast East → Central → West → Southwest

Check! Let's proceed aiming for the Cave Passage

You can move to the Cave Passage from the Southwest of Altago Plain. Along the way, you can also move to the lakeside of Altago Plain and in front of the canyon, but you do not need to stop there at this point.

3-3 Cave Passage

- Proceed deeper aiming for the exit

Quest Acceptance Completed ⑦

Boss Rock Beast Demon ≪Guildaros≫

Check! Equip the Nightstone and explore

The interior of the cave passage is dark, so equip the Nightstone and proceed. If you enter without equipping the Nightstone, a conversation event will occur. Those interested should check it out.

3-4 Segram Desert: Northwest → West

Quest Acceptance Start 20

Check! Passing through the desert to the village of Segram

Proceeding south from the northwest part of the Segram Desert leads to the Segram Desert West. Moving southeast from the West leads to the village of Segram. Aim for the village while opening treasure chests and the like.

3-5 Segram Village

Quest Acceptance Start ⑩0

- Meet Kurushe at the Village Chief's House and hand over the General's Letter

Obtain Temple Key

Enter Mustafa

- Head to the Flame Temple

Check! Let's upgrade your equipment

Weapons are obtained by synthesis, and armor with good performance can be acquired by purchase. Materials needed for synthesis are easy to collect at the Flame Temple, so once you gather the materials, return to synthesize them.

3-6 Segram Desert East → In front of the Temple

Quest Acceptance Start 19

Check! Let's aim for the Flame Temple

To reach the Flame Temple, move from Segram Desert East → In front of the Temple. The path is a single route, but be careful of the forced Quest 19 that occurs along the way (P.059).

3-7 Flame Temple

- Proceed deeper to search for the altar
- Pos Fire-Eating Bird ≪Stallbram≫
- Obtain Ice Mist Crystal
- Pos Guardian 《Levardgarem≫
- Examine the altar
- Obtain the Flame Seal
- Head to Segram Village

Check! Prepare to face two bosses

Two bosses will appear inside the Flame Temple. If you have few healing items, return to restock. Also, upon obtaining the Flame Seal, you will be able to perform spatial transfer from the Altago map in the menu items. Use this spatial transfer to travel to Segram Village.

3-8 Segram Village

- Escape Mustafa
- [Option A: Only dialogue changes
- Option B: Only dialogue changes
- Head to Altago City

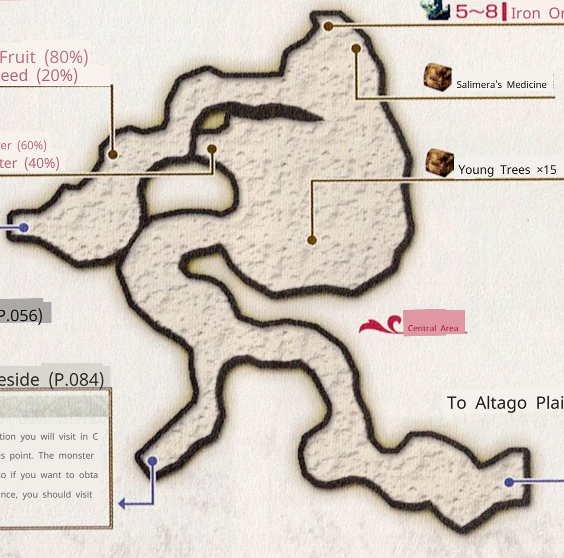
Sub-event: The blocked path to Kairos Village

The path leading to Kairos Village through the Altago Plains and the canyon entrance is blocked by the Dragon Knight Order and cannot be passed. Talking to the Dragon Knight blocking this path triggers a short conversation event. However, the story will progress even if you head to Altago City without triggering this conversation event.

Chapter4→P.065

Map Strategy

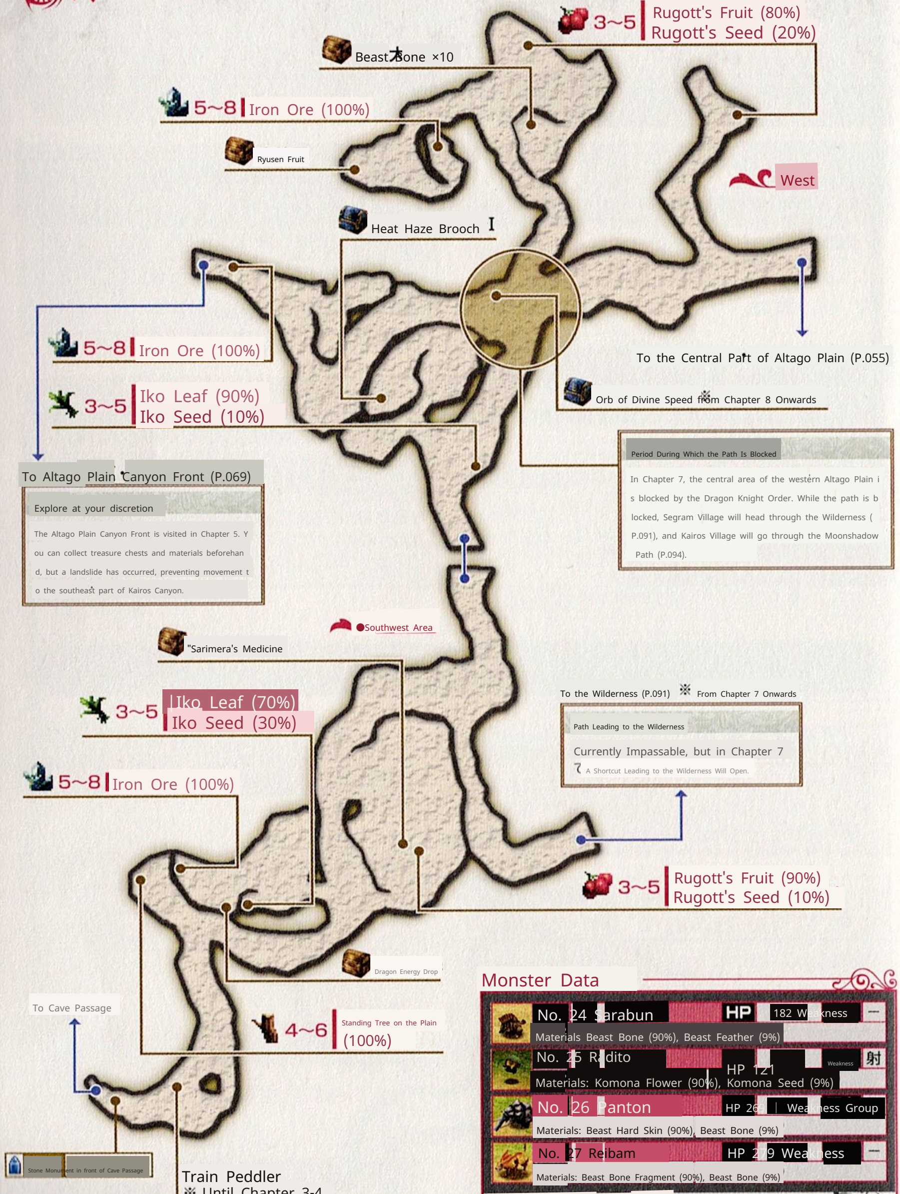
Altago Plains



Explore at your discretion

The Altago Plain Lakeside is a location you will visit in Chapter 7, so no events occur at this point. The monsters that appear remain unchanged, so if you want to obtain the treasure chest items in advance, you should visit here.

Altago Plain



Explore at your discretion

The Altago Plain Canyon Front is visited in Chapter 5. You can collect treasure chests and materials beforehand, but a landslide has occurred, preventing movement to the southeast part of Kairos Canyon.

Period During Which the Path Is Blocked

In Chapter 7, the central area of the western Altago Plain is blocked by the Dragon Knight Order. While the path is blocked, Segram Village will head through the Wilderness (P.091), and Kairos Village will go through the Moonshadow Path (P.094).

Path Leading to the Wilderness

Currently Impassable, but in Chapter 7
A Shortcut Leading to the Wilderness Will Open.

Dragon Cart Peddler (Shop)

Near the road leading to the Cave Passage, there is a Dragon Cart Peddler who can be used as a shop until Chapter 3-4. Make sure to restock your items.

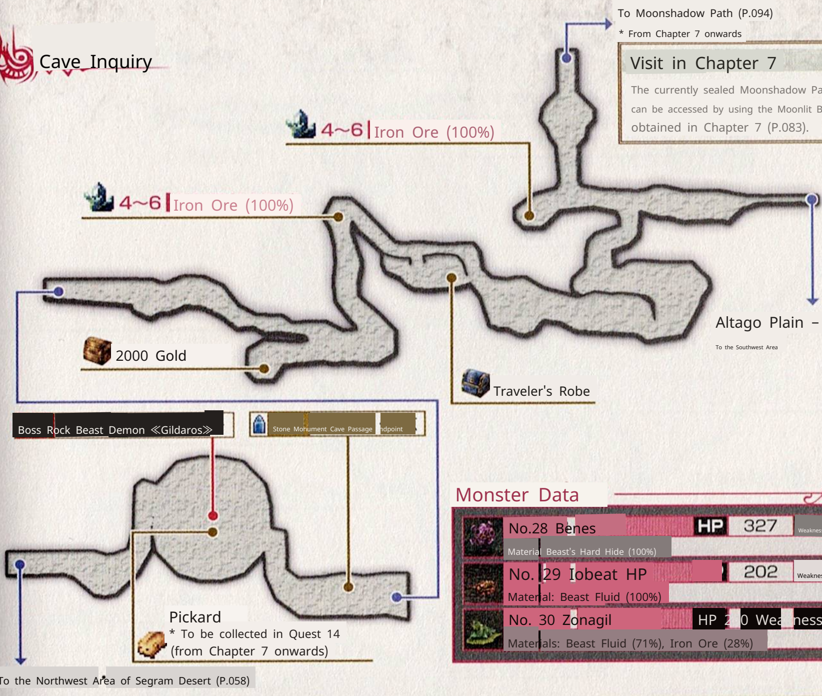
Monster Data

No.	Name	HP	Weakness	Materials
24	Sarabun	182	—	Beast Bone (90%), Beast Feather (9%)
25	Radito	121	射	Komona Flower (90%), Komona Seed (9%)
26	Panton	26[redacted]	Group	Beast Hard Skin (90%), Beast Bone (9%)
27	Reibam	2[redacted]9	—	Beast Bone Fragment (90%), Beast Bone (9%)

Appears after Chapter 7-3

No.	Name	HP	Weakness	Materials
[redacted]	G[redacted]rafumgore	3030	—	Giant Beast Bone (71%), Beast Horn (14%), Giant Beast Spine (14%)
[redacted]8	Zonagilian	4680	—	Giant Beast Body Fluid (100%)

Cave Inquiry



Visit in Chapter 7

The currently sealed Moonshadow Path can be accessed by using the Moonlit Bell obtained in Chapter 7 (P.083).

Monster Data

No.28 Benes	HP 327	Weakness	—
Material: Beast's Hard Hide (100%)			
No. 29 Iobeat HP	202	Weakness: Strike	
Material: Beast Fluid (100%)			
No. 30 Zonagil	HP 2 0	Weakness	斬
Materials: Beast Fluid (71%), Iron Ore (28%)			

Boss Strategy

No.120 Rock Beast Demon <Gildaros>

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
13	9170	138	63	25	32	A	○

Attack by Targeting the Opening After the Attack

When the boss enters the preparatory motion for an attack, all attacks except EXTRA skills will be guarded until the attack finishes. Once you confirm the preparatory motion, focus on evading and aim to deal damage during the opening after the attack. Additionally, if you use Aisha's Somersault consecutively, it is possible to keep the boss floating in the air and continue attacking unilaterally.

It also uses a wide-range shockwave. The number of attacks is either 1 or 3 times, so watch carefully and dodge accordingly.

Attack to Watch Out For 1

Hip Attack

There are cases where it is performed 3 times consecutively, and cases where it is performed only once. In both cases, keep your distance and dodge, but if it is a single attack, be careful not to get hit by the shockwave generated.

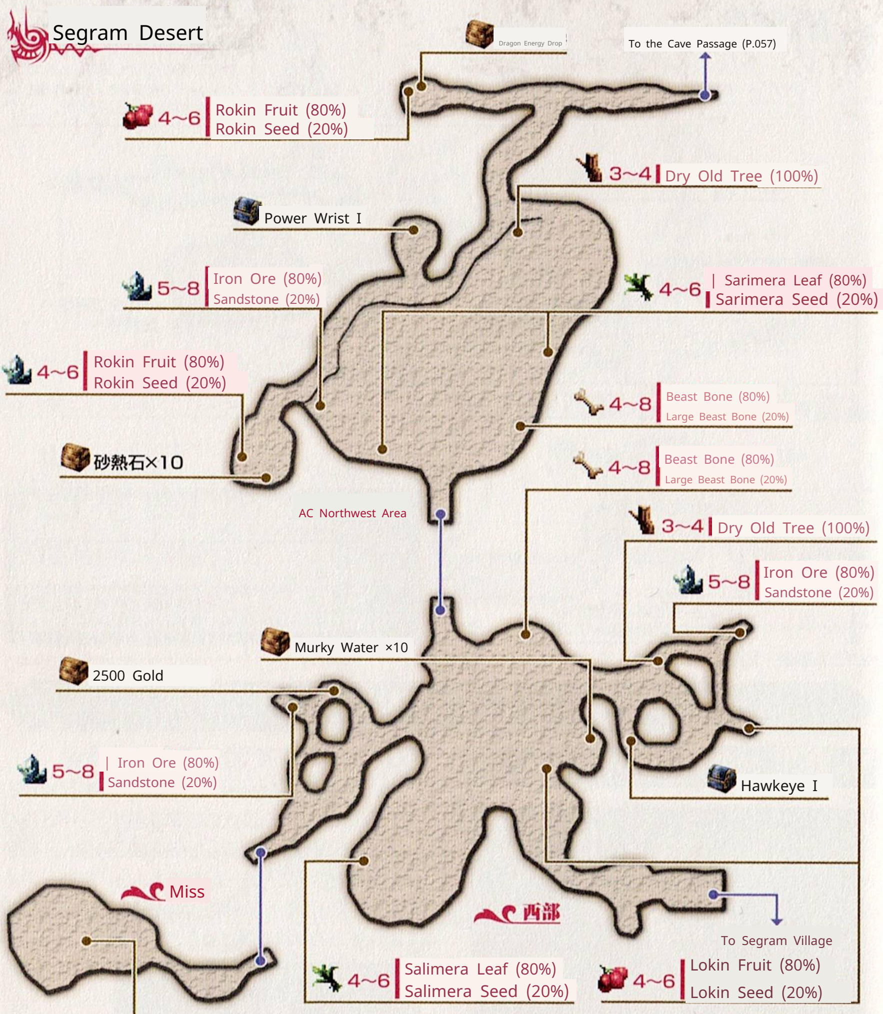
If you get hit, you will be unable to control your character for a certain period, so be cautious.

Attack to Watch Out For 2

Spin Attack

The enemy attacks while spinning its body toward you. After the attack, it falls down creating a large opening, so keep your distance to dodge, then quickly approach to deal damage.

Segram Desert



Quest (20

Train your companions and take on the challenge

When you go to the outskirts of the Segram Desert, a quest to fight the earthworm ≪Miriw rdu≫ will automatically appear. This monster currently boasts a strength that cannot be matched, so it is best to challenge it after your forces are ready from Chapter 7 onward, but it is possible to defeat it even at a somewhat low level (P.130).

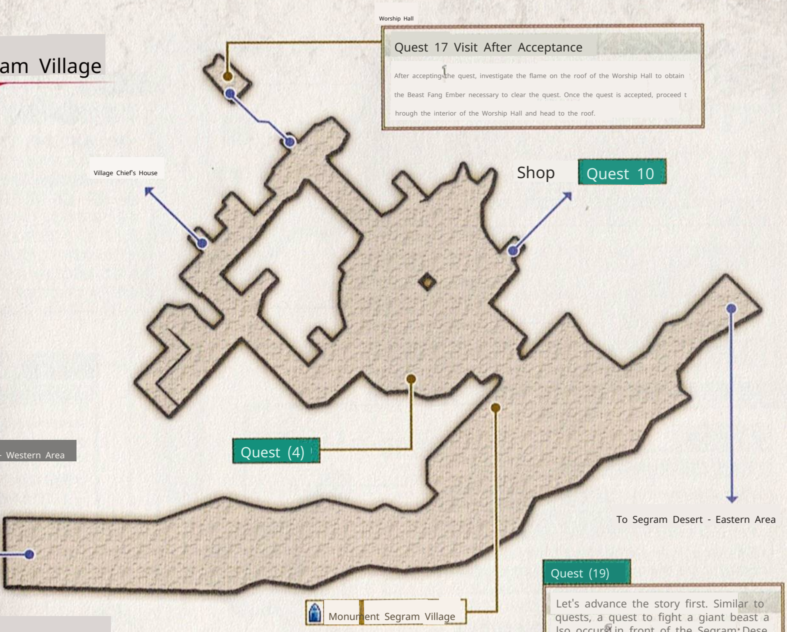
Monster Data

No.31 Reibamdos HP 300 Weakness	—
Material Beast Skin (55%), Beast Hard Skin (22%), Beast Claw (22%)	
No. 32 Pileaha HP 243 Weakness	—
Materials Beast Bone (71%), Beast Fang (28%)	
No. 33 Stox HP 203 Weakness	斬
Materials Sarimera Leaf (90%), Sarimera Seed (9%)	
No. 34 Flukes HP 326 Weakness	射
Materials Beast Feather (66%), Beast Plumage (33%)	

Appears After Chapter 7-3

No. 37 Iludruger HP 5980 Weakness	—
Materials Giant Beast Body Fluid (100%)	

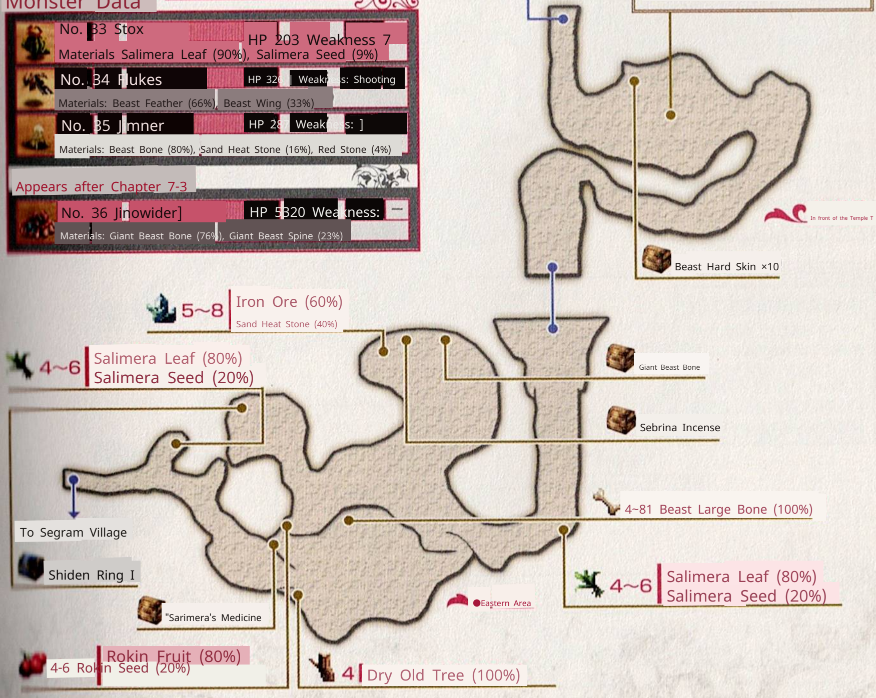
Segram Village



Segram Desert

Monster Data

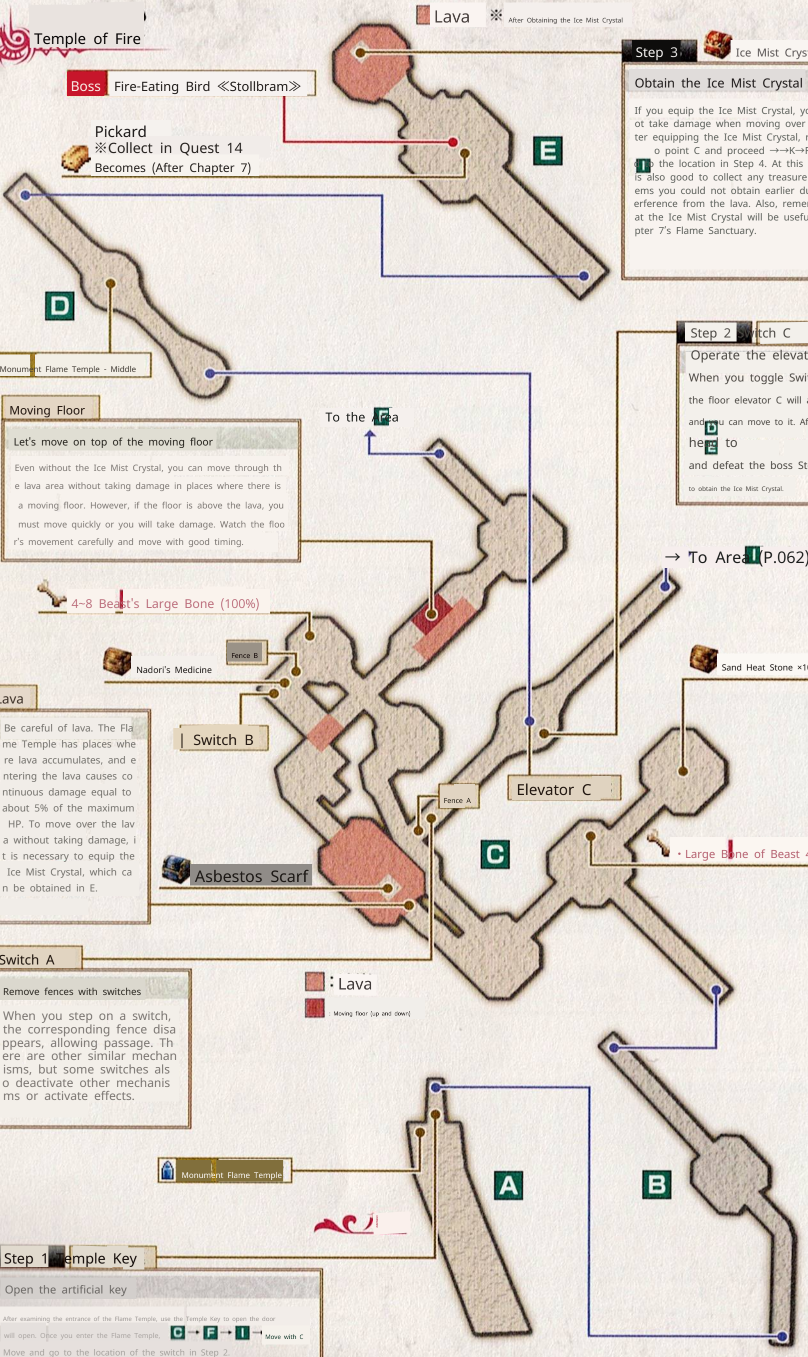
No. 33 Stox	HP 203 Weakness 7
Materials Salimera Leaf (90%), Salimera Seed (9%)	
No. 34 Flukes	HP 32 Weakness: Shooting
Materials: Beast Feather (66%), Beast Wing (33%)	
No. 35 Jumner	HP 28 Weakness:]
Materials: Beast Bone (80%), Sand Heat Stone (16%), Red Stone (4%)	
Appears after Chapter 7-3	
No. 36 Jinowider]	HP 5320 Weakness: —
Materials: Giant Beast Bone (76%), Giant Beast Spine (23%)	



System Explanation
Story Walkthrough
Data Analysis
Chapter 3 The Temple of Flame

Temple of Fire

Boss Fire-Eating Bird ≪Stollbram≫



Step 3 Ice Mist Crystal

Obtain the Ice Mist Crystal

If you equip the Ice Mist Crystal, you will not take damage when moving over lava. After equipping the Ice Mist Crystal, return to point C and proceed →→K→F to head to the location in Step 4. At this time, it is also good to collect any treasure chest items you could not obtain earlier due to interference from the lava. Also, remember that the Ice Mist Crystal will be useful in Chapter 7's Flame Sanctuary.

Step 2 Switch C

Operate the elevator

When you toggle Switch C, the floor elevator C will activate and you can move to it. After that, head D E to and defeat the boss Stollbram to obtain the Ice Mist Crystal.

Moving Floor

Let's move on top of the moving floor

Even without the Ice Mist Crystal, you can move through the lava area without taking damage in places where there is a moving floor. However, if the floor is above the lava, you must move quickly or you will take damage. Watch the floor's movement carefully and move with good timing.

Lava

Be careful of lava. The Flame Temple has places where lava accumulates, and entering the lava causes continuous damage equal to about 5% of the maximum HP. To move over the lava without taking damage, it is necessary to equip the Ice Mist Crystal, which can be obtained in E.

Switch A

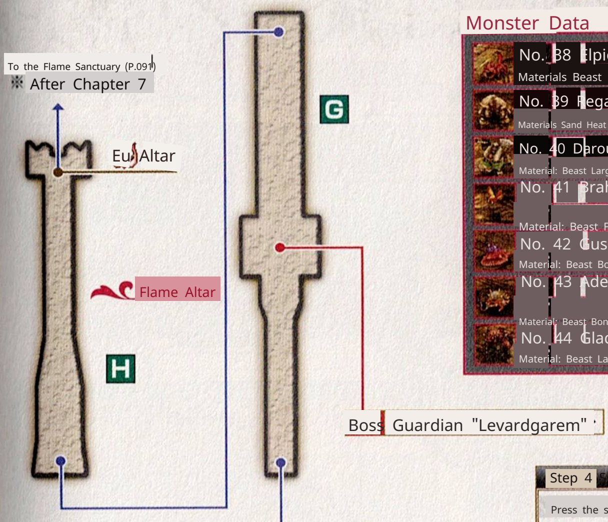
Remove fences with switches

When you step on a switch, the corresponding fence disappears, allowing passage. There are other similar mechanisms, but some switches also deactivate other mechanisms or activate effects.

Step 1 Temple Key

Open the artificial key

After examining the entrance of the Flame Temple, use the Temple Key to open the door will open. Once you enter the Flame Temple, C → F → I → Move with C
Move and go to the location of the switch in Step 2.



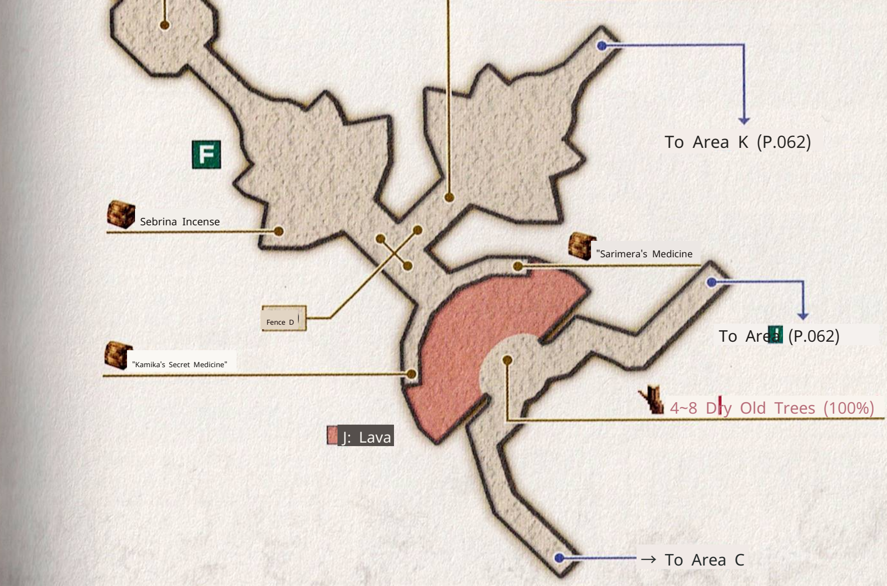
Monster Data

No.	Name	HP	Weakness	Materials
38	Elpio	2[illegible]0	—	Beast Bone (71%), Beast Shell (28%)
39	Fegano	287	Strike	Sand Heat Stone (90%), Red Stone (9%)
40	Darous	9[illegible]2	—	Beast Large Bone (71%), Beast Fang (28%)
41	Braham	327	射	Beast Feather (83%), Beast Bristle (16%)
42	Gusonagil	453	斬	Beast Body Fluid (66%), Rotten Water (33%)
43	Adero	324	打	Beast Bone Fragment (66%), Beast Shell (33%)
44	Gladero	410	打	Beast Large Bone (66%), Beast Shell (33%)

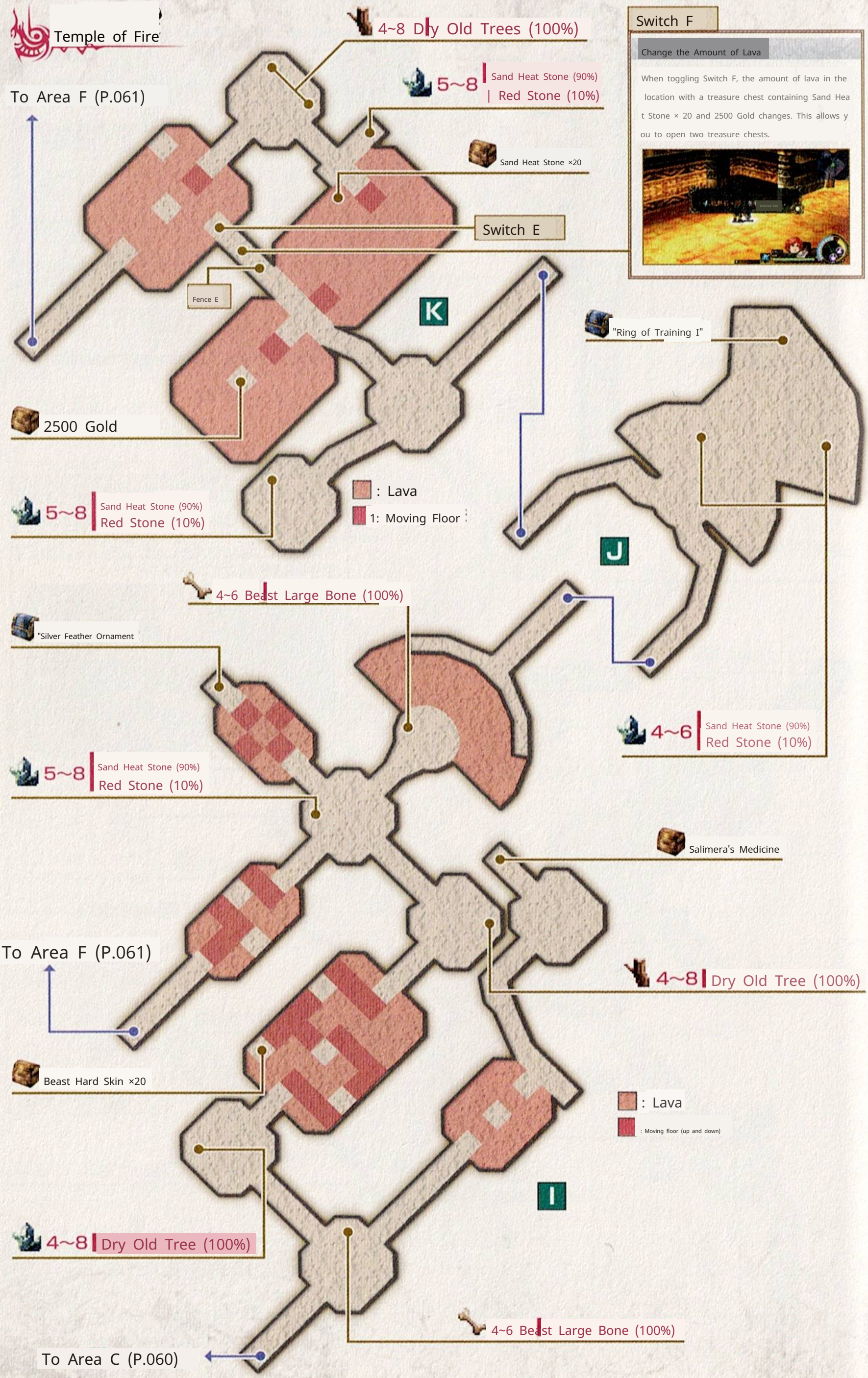
Step 4 Switch D

Press the switch to create a path

When you press Switch D, Fence D disappears, allowing you to proceed G. After defeating the boss Levardgarem, examine the altar at H to obtain the Flame Mark. After the event ends, use Spatial Displacement to head to the village of Segram.



System Explanation
Story Walkthrough
Data Analysis
Chapter 3 The Temple of Flame



Switch F

Change the Amount of Lava

When toggling Switch F, the amount of lava in the location with a treasure chest containing Sand Heat Stone × 20 and 2500 Gold changes. This allows you to open two treasure chests.

No.121 Fire-Eating Bird "Stallbram"

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
17	12400	166	101	35	71	A	◎

Attack with Hit-and-Away Tactics

Although it has a variety of attack methods, all attacks are easier to avoid if you stay away from the boss. Once you confirm the boss's attack preparation movement, quickly move away and wait for the attack to finish. After evading the boss's attack, approach again and continue attacking until the next preparation movement occurs.

◆Although the boss is easy to launch into the air, it becomes difficult to land attacks while it is airborne. Especially, do not launch it during stun.

Attack to Watch Out For 1

Charge Attack

The body emits light while charging at high speed. The movement distance is long, so just moving away may not be enough to fully evade. When a charge attack is launched, dodge to either the left or right.

Attacks to Watch Out For 2

Shockwave

After the boss jumps, the shockwave that occurs does not cause damage even if touched, but it will render the controls unusable for a certain period. When the shockwave approaches, time your evasion well to jump over it.

Attack to Watch Out For 3

Three-Directional Fire Orbs

After raising its neck, it spits out three fire orbs that spread out in a fan shape from its mouth. When the fire orbs fly toward you, dodge to the left or right. When you are far away, position yourself between the fire orbs and it is also fine to stay there.

Attack to Watch Out For 4

3 Fire Orbs

After roaring, it spits out three consecutive large fire orbs with homing properties. From the roar to the attack there is time, so keep your distance during that period and continuously dodge when the fire orbs come flying.

Attack to Watch Out For 5

All-Around Fire

After charging energy in its tail, it spins once on the spot and creates nine pillars of fire around the boss. The spacing between the fire pillars widens the farther they are from the boss. After confirming this attack, keep your distance from the boss and move between the fire pillars to avoid the attack. Note that using dodge may cause you to move too far and hit the fire pillars, so it is better not to use it.

Attack to Watch Out For 6

3 consecutive Beak Attacks

After raising its neck, it moves forward while attacking the ground with its beak. This attack is performed 3 times consecutively, and with each attack, it changes its facing direction toward the player-controlled character. It is better to stay away from the boss and dodge consecutively. Also, when it strikes the ground, fireballs with damage hitboxes are generated, so be careful not to get hit.

Boss Strategy 2

No.122 Guardian "Levard Garem"

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
19	17600	201	116	36	54	A	×

Aim for the Abdomen to Attack

This is a special boss that does not move but performs a variety of attacks on the spot, and can only be damaged on its abdomen. After the battle starts, avoid the boss's at tacks while approaching to target the abdomen. Additionally , the boss summons a stronger Guzonagil than usual. This monster uses a burn status abnormality attack, so it is rec ommended to equip the Asbestos Scarf obtained inside the Flame Temple. The boss is Mustapha, and the Guzonagil f or the boss fight has a high damage multiplier for Adol. S witch characters skillfully according to the target.

Monster Data (Boss Battle Use: Guzonagil)

Lv	HP	STR	DEF	DEX	AGL	EXP
17	563	134	64	41	60	0

Attack to Watch Out For 1

[Spread Orb

This attack fires 4 purple orbs from the abdomen. T he fired orbs split into 3 ar rows each and fly forward. Since the arrows are slow, avoid using long-distance e vasion; instead, move betwe en the arrows to dodge.

Attacks to Watch Out For 2

Four Consecutive Fires from Both Shoulders

Firing one shot consecutively 4 times from both shoulders for a total of 8 fireballs. A yell ow shadow appears at the fire balls' impact points, so move a way from those spots. Also, av oid the pillars of fire that erup t after impact.

Attack to Watch Out For 3

Flame

Breathing fire from the abdomen, it gr adually changes the direction of the fire t oward the controlled character. When the fire comes from the right, move to the up per left corner of the map; when it come s from the left, move to the upper right c orner to avoid it.

Attack to Watch Out For 4

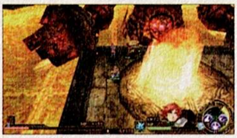
Diffusing Fire Orbs

Creates two fire orbs in the c enter of both hands that attract the character. After a while, the fire orbs split into eight arrows and spread out. After moving a way from the orbs, move betwee n the arrows.

Attack to Watch Out For 5

Homing Fire Wall

An attack that generates pillars of fire. When the ground is struck with the hand, small fire pillars appear; when breathed out from the mouth, large fire pillars appear. The fire pillars are slow but have homing properties, so keep your distance until they disappear.



Attack to Watch Out For 6

Overweight Orbs

Fires two purple orbs consecu tively from one hand, totaling fo ur. Touching these orbs does n ot cause damage but inflicts the Overweight status ailment. Kee p your distance and be sure to avoid them.

RUSH Continuous Attack & Laser

RUSH Activation Condition: HP 2/5 or below Display Time: Approximately 8 seconds Release Damage: 1100 Cooldown Time: 60 seconds or more
Data Notes Must be used at least once

After performing a pounding attack with the right hand followe d by the left hand and a sweeping attack, it fires a massive laser from the abdomen. The display time is about 8 seconds, which i s long, but to cancel it, you must attack until the last moment an d then use an EXTRA skill, making it difficult. If you fail to cancel, escape to a corner far from the boss, where no attacks will hit, allowing you to safely wait it out.

Chapter 4

Underground Sewers

The path was blocked, and Adol and his party, unable to reach the village of Kairos, returned to Altago City. The group enjoyed lively conversations upon reuniting with Tia and the others, but suddenly, Maya collapsed...

Let's Purchase Useful Accessories

The monsters appearing in the Underground Sewers, including bosses, are weak, so you won't struggle even without upgrading weapons or armor. Therefore, in Chapter 4, let's purchase accessories that are more useful for the adventure than weapons or armor. The recommended accessory is the Thief's Gloves, which are relatively inexpensive at a selling price of 20,000 gold and provide greater benefits the earlier you obtain them.

◆When equipped with the Thief's Gloves, the gold dropped by monsters after battle increases by 1.5 times.

Chapter 4 Event Flowchart

4-1 Altago City

Shop Added: Altago City

- Talk with Tia at the Central Plaza

Option A Dialogue Change Only

- Talk with the wealthy merchant Zanzibar at the Zanzibar Trading Company in the Central Plaza
- After meeting Tia and others at Tia's house in the Old Town, chase Tia and head to the entrance of the Underground Sewers

Check! Before proceeding with the event

If you talk with Tia in the Central Plaza, you will not be able to leave Altago City until progressing to Chapter 5. Be sure to gather materials needed for synthesis before the event.

4-2 Underground Sewers

- Proceed deeper with Tia (NPC) to search for the Scarlet Crystal

Boss: Subterranean Crab ≪ Varisarti ≫

Obtain Scarlet Crystal

- Head to Altago City

◆Tia supports her companions as a healer during battle.

Check! Pay attention to Tia's movements

In the underground sewer, you will act together with the NPC Tia, but as in Chapter 2-8, she will stop if she gets too far from Adol and the others. You cannot move to another area unless Tia is nearby, so be careful not to leave her behind. Also, if Tia becomes incapacitated, it results in a game over. Defeat all monsters that appear to prevent her from taking damage.

Sub-event: Take Tia to meet Manager Urza

After you start acting together with Tia, if you talk to Manager Urza in the arena, you can hear different conversations than usual. This is a limited-time event, so check it out if you are interested.

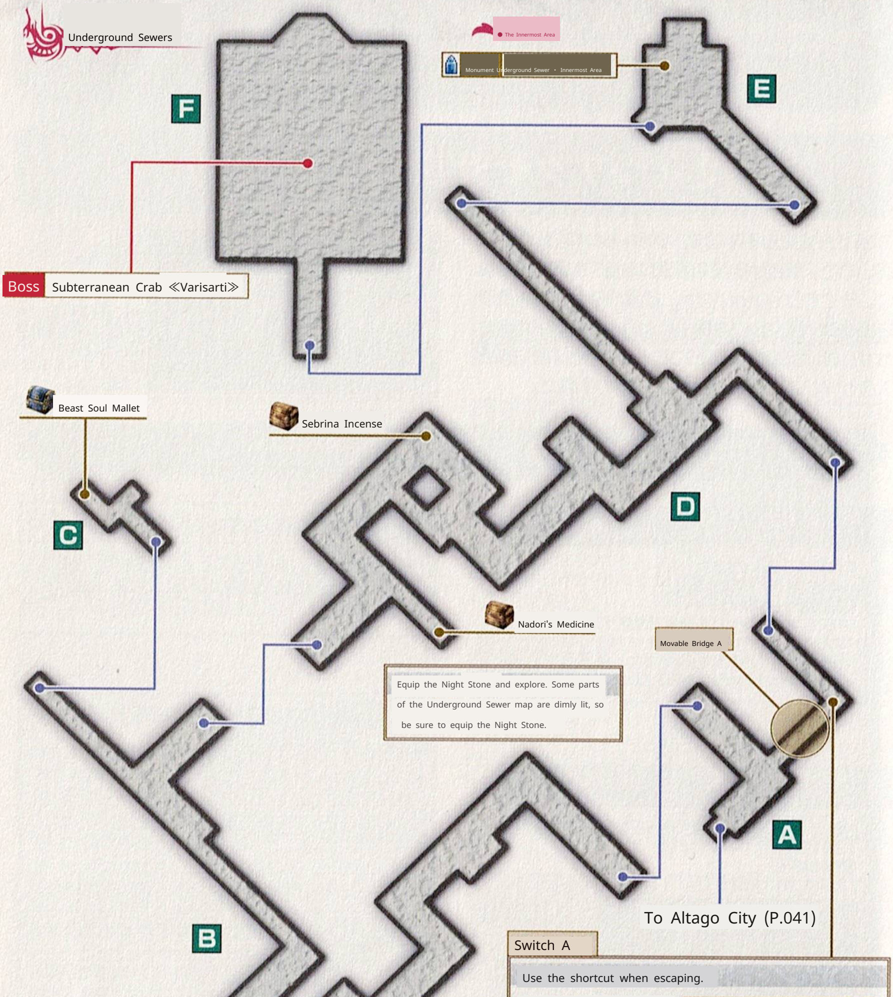
◆ Regarding Adol bringing the female Tia to the savage arena, Manager Urza warns him.

4-3 Altago City

Meet Tia and the others at Tia's house in the Old Town

To Chapter 5 • P.068

Map Strategy



Switch A

Use the shortcut when escaping.

When escaping from the Underground Sewer, you don't have to retrace your steps; you can move from the entrance to point A, where the exit is located. Once you arrive at A, activate Switch A to lower Movable Bridge A and create a path leading to the exit.

Monster Data

No. 45 Deikurvu HP 309 Weakness	No. 47 Salti=Rega HP 701 Weakness
Materials Beast Hair (62%), Beast Bone Fragment (6%), Beast Claw (31%)	Materials Beast Shell (55%), Beast Bone Fragment (16%), Mudstone (22%), Black Stone (5%)
No. 46 Salti HP 309 Weakness	No. 48 Goldy HP 819 Weakness
Materials Beast Shell (55%), Beast Bone Fragment (16%), Mudstone (22%), Black Stone 5(%)	Materials Beast Scale (66%), Beast Fang (33%)

Boss Strategy

No.123 Underground Crab <Varisalti>

Control Aisha and attack from a distance. Since there are few attack options and attacks cannot reach far, controlling Aisha to fight from afar makes it easy to defeat. It is easy to land attacks and cause stun, so using skills with high stun value is also effective. However, when the body is lowered, attacks will be guarded, so do not waste skills during guarding.

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
21	18000	181	154	51	[redacted]	B	×

◆Use Dogi's Bash and other skills with high stun values to easily induce the stun state.

Attack to Watch Out For 1
Aura Attack

Countless bubbles are emitted from the mouth at the front. If you keep your distance, you won't get hit, but you can also avoid it by moving around to the boss's side. When controlling Adol or Dogi, move to the side and counterattack.

Attacks to Watch Out For 2
Omnidirectional Bubble Attack

In a low guard stance, countless bubbles are emitted around the body to attack. This attack can also be easily avoided by keeping your distance. Counterattack once the guard is broken after the attack.

Sub Character Introduction 4

Old Man Aeon

An old man living in Altago City. He cares about Tia and Maya, and when Maya was struck down by Isca Fever, he devoted himself to saving her.

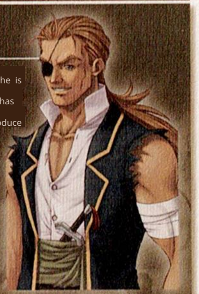
Wealthy Merchant Zanzibar

A merchant who founded the Zanzibar Trading Company, which is thriving in Altago. He has a rather greedy personality and acts by putting his own利益 above others.

Sub-character Introduction Extra Edition 1

Radock

Known by the nickname One-eyed Radock, he is the captain of the pirate ship Tres=Maris. He has interactions with Adol and the others and introduced the two to a ship bound for Altago.



Baslam

A merchant called Zanzibar's greatest rival. He is currently missing due to a maritime accident, but he was found drifting and is conducting trade business in the Nan Islands.

※ The two photos in Extra Edition 1 are from the Windows version of Ys VI.

Chapter 5

Sanctuary of the Wind

Adol and his companions, having made a special medicine for Iska Fever for Maya, heard from Saias, the Thousand Dragon Chief, that the road to the village of Kairos had been reopened, and set out on a journey to the village of Kairos.

Let's get new equipment in the village of Kairos.

In the village of Kairos, you can buy the best-performing armor available at this time, and also create high-performance weapons through synthesis. Prepare new equipment for the battle at the Sanctuary of the Wind. Additionally, Mycella, who temporarily joins the party, already has her armor ready, so Aisha, who can share armor with her, does not need to get new equipment.

Essential for Weapon Creation
Many of the necessary materials can be obtained at the Wind Sanctuary. Gather the materials and return to synthesis.

Chapter 5 Event Flowchart

5-1 Altago City

• Head to the Village of Kairos

Check! Prepare for the long journey by purchasing items. In Altago City, replenish recovery items. If you have enough gold, buy useful accessories and items for your adventure at the Zanzibar Trading Company (P.035).

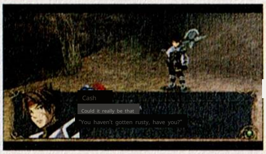
Sub Event: Visit Elder Fatima

Talking with Elder Fatima in Shanoa Village triggers a sub event with Aisha. This event will not occur once Myshella joins, so those interested should stop by. Also, it is recommended to teleport to the monument in front of the cave path in the Altago Plain Southeast before heading to Kairos Village to shorten travel distance.

5-2 Altago Plain Southwest → West → Canyon Front

5-3 Kairos Canyon Southeast → Northwest

Meet Gash in the Northwest
Boss Black Mercenary ≪Gash≫



★Gash 戦
Subsequent Conversation Content
It changes slightly depending on the outcome of the battle.

Check! A battle with Gash occurs

Adol will fight Gash alone. There is no monument nearby, but HP will be fully restored before the battle, so it is not a problem. Also, even if you lose the battle, the story will progress, but Gash's data will not be registered in the Adventure Log.

5-4 Kairos Village

Quest Acceptance Start 11
Meet Myshella behind the village chief's house
Myshella Joins
Head to the Wind Sanctuary

If you are running low on healing items, purchase them along with equipment.

Sub Event: Let's Meet Elder Fatima Again

Mycella also triggers a sub event with Elder Fatima. Once she joins, teleport to the Village of Shanua and talk to Elder Fatima. If this sub event is triggered, the conversation between Mycella and Elder Fatima in the latter half of the story will change slightly.

5-5 Sacred Place of Wind

- Proceed deeper to search for the altar
- Obtain Green Wind Cloak
- Obtain Ringing Stone Wind Pipe
- Boss: Frenzied Bird ≪Kavakeros≫
- Examine the altar
- Obtain Wind Seal

Check! Gain the power of wind and head to the Wind Altar

In the Sacred Place of Wind, you cannot proceed without equipping the Green Wind Cloak. Refer to the map攻略 steps and aim for the Wind Altar (P.072). Also, upon obtaining the Wind Mark, you will automatically be transported to the Village of Kairos.

5-6 Kairus Village

- Withdrawal Maishera
- Quest Acceptance Start 12
- Head to Altago City

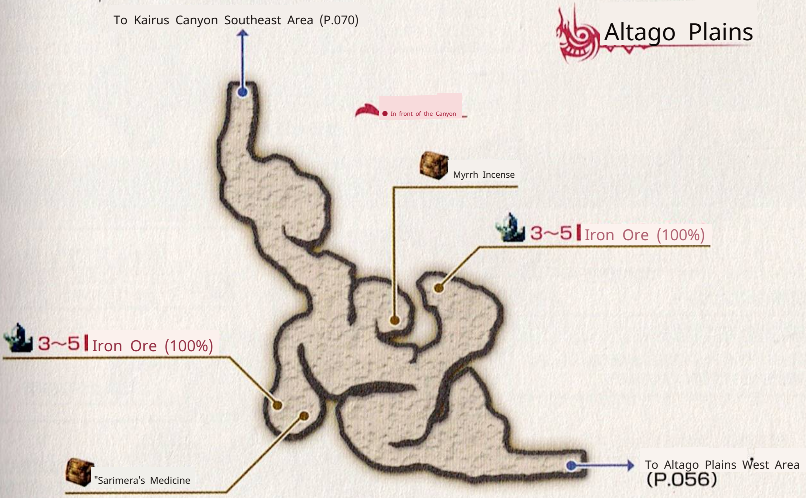
Check! Let's clear the quests

In Kairus Village, you can accept Quests 11 and 12, but these quests cannot be cleared once you cross to the Ruins Island in Chapter 6-1. Be sure to clear these two quests before heading to Altago City.

Chapter6へ▸P.076

Map Strategy

Altago Plains

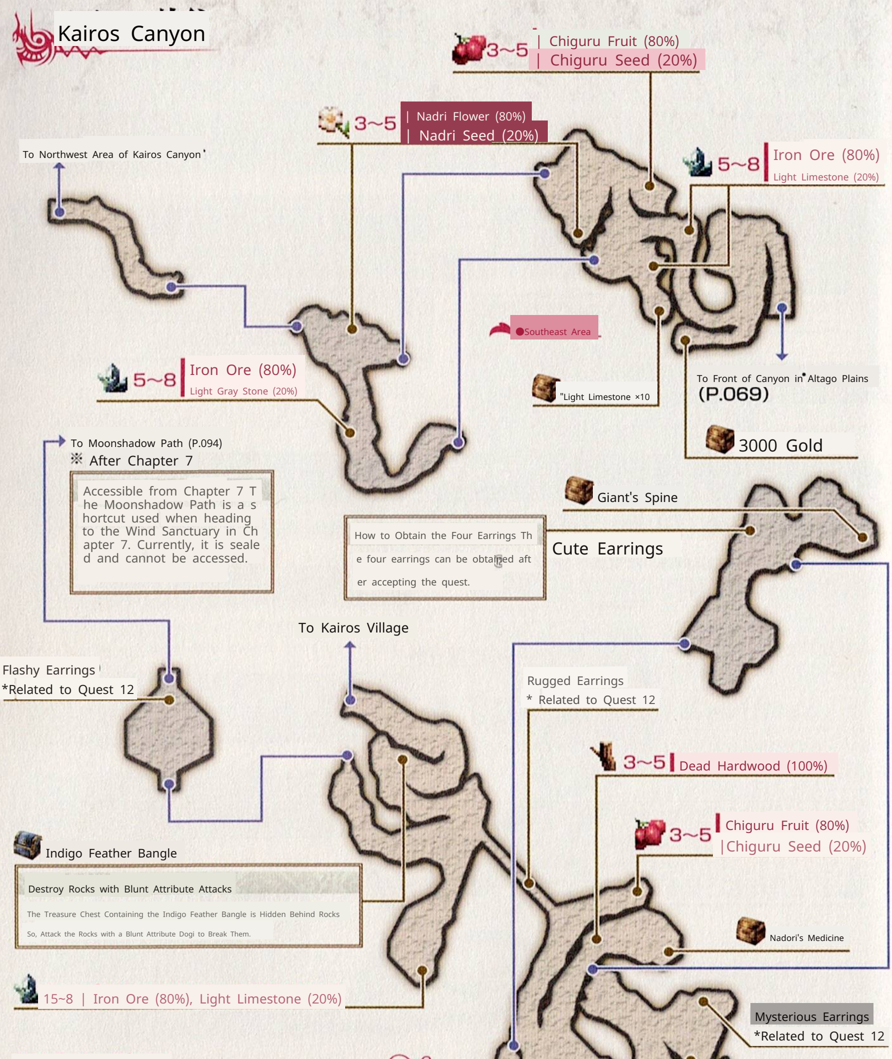


Due to landslides and the knights' blockade, we couldn't advance further, but Passage becomes available from Chapter 5.

Monster Data

No.	Name	HP	Weakness	Materials
24	Sarabun	182	—	Beast Bone (90%), Beast Feather (9%)
25	Radit	121	射	Komona Flower (90%), Komona Seed (9%)
27	Reibam	279	—	Beast Bone Fragment (90%), Beast Bone (9%)

Kairos Canyon



Monster Data

No. 49 Natel	HP 687	Weakness	—
Materials Beast Thick Skin (76%), Beast Spine (23%)			
No. 50 Elaph	HP 635	Weakness Ranged	
Materials Beast Thin Skin (66%), Beast Claw (33%)			
No. 51 Bufrol	HP 534	Weakness	—
Materials Beast Bone (55%), Beast Stiff Hair (16%), Beast Horn (27%)			
No. 52 Bardaros	HP 1410	Weakness [redacted]	—
Materials Beast Large Bone (83%), Light Gray Stone (16%)			

Appears after Chapter 7-3

No. 53 Scollhatom	HP 4120	Weakness [redacted]	—
Materials Giant Beast Bone (50%), Giant Beast Spine (50%)			

Boss Strategy

No.124 Black Mercenary "Gash"

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
22	5490	210	117	45	77	D	◎

[Attack to Watch Out For 1

Spinning Slash

After jumping, he perform s a forward spinning attack. He rushes toward the controlled character, so dodge to either the left or right. This attack has high power, so be sure to avoid it.

Attack with skills that have high stun values

You will fight Gash with Adol alone, but compared to previous bosses, his HP is low and he is easy to stun, so the battle is not very difficult. While charging attacks to build up the SP gauge, attack using moves like the downward thrust that have high stun values. Also, if you want to see the dialogue changes after the battle, it's recommended to intentionally lose once and then retry.

◆Gash frequently uses 4 consecutive attacks. After he attacks 4 times, approach and counterattack.

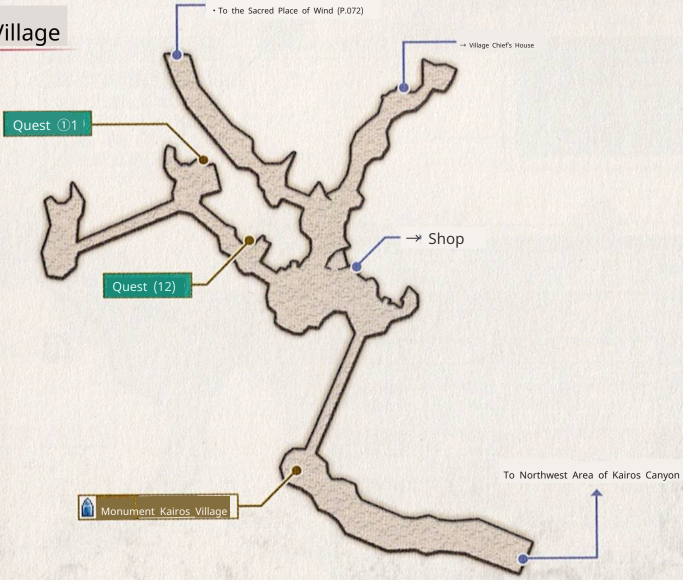
Attack to Watch Out For 2

Vacuum Wave

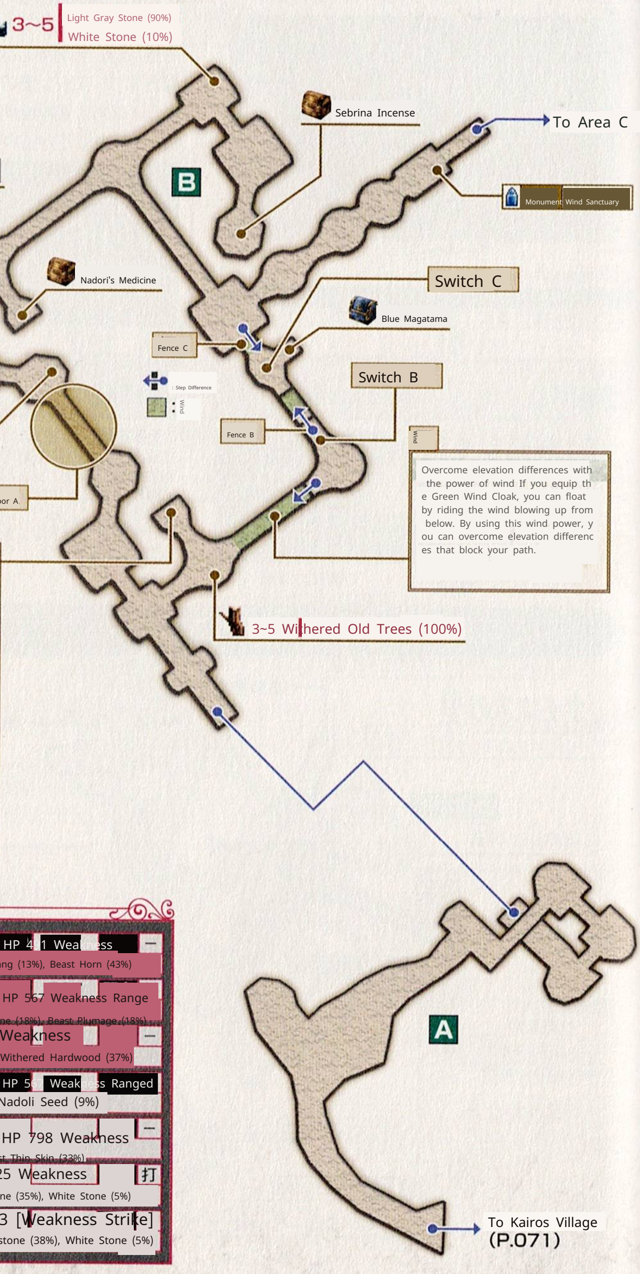
Rotate the body sideways once and generate three vacuum waves from the weapon. When the distance to Gash is close, move to either the left or right side; when far away, enter between the vacuum waves to avoid the attack.

Map Strategy

Kairos Village



Sanctuary of the Wind



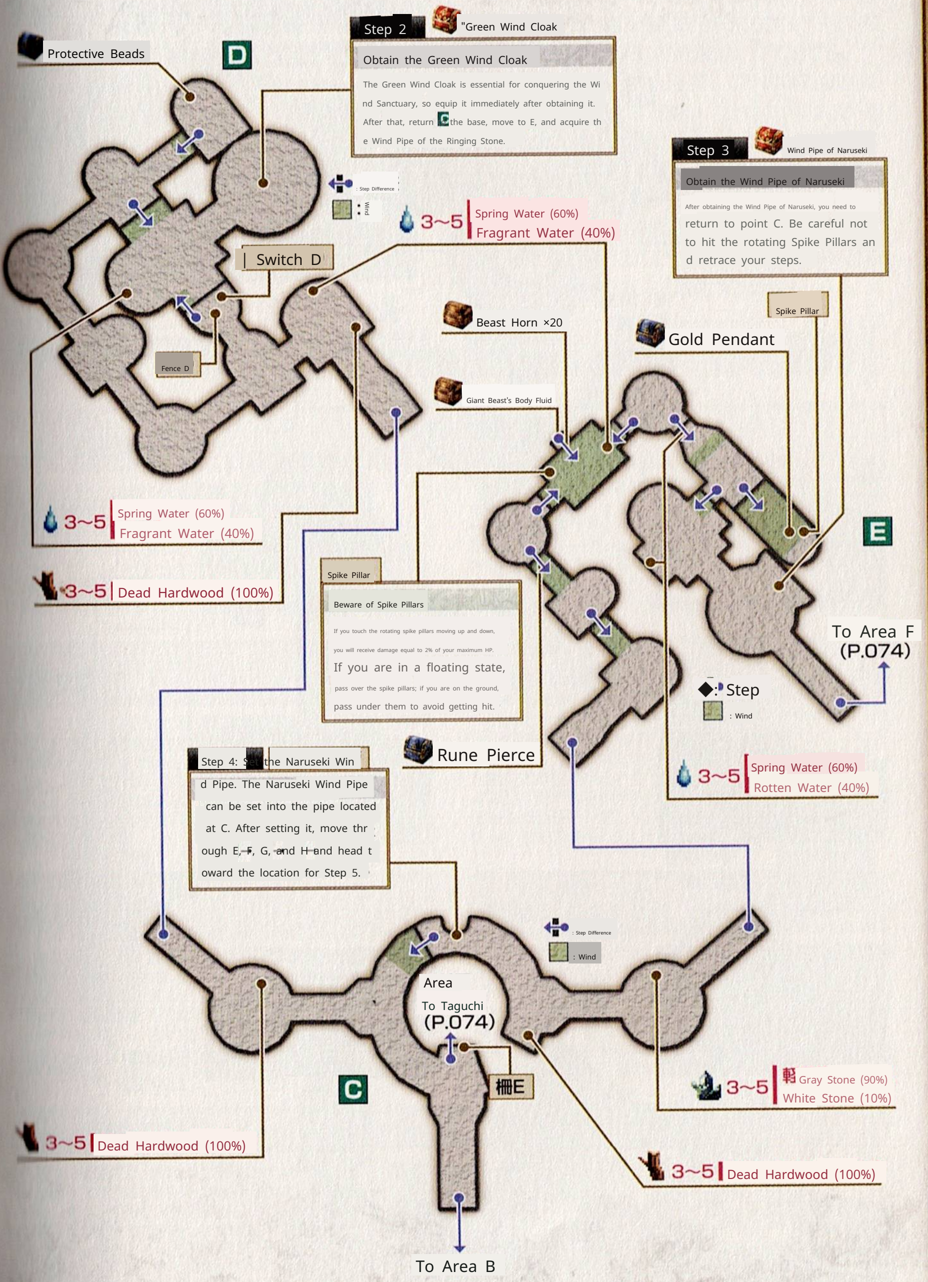
Overcome elevation differences with the power of wind If you equip the Green Wind Cloak, you can float by riding the wind blowing up from below. By using this wind power, you can overcome elevation differences that block your path.

Step 1 **Switch A**

Create a path by stepping on switches When you step on Switch A, Movable Floor A appears in the previously interrupted area, allowing you to proceed. Continue along the path and move with CD toward the place where the Green Wind Cloak is located. Also, stepping on other switches lowers the corresponding fences, enabling passage as part of the mechanism.

Monster Data

No. 54 Sepetome	HP 491 Weakness —
Materials Beast Thin Skin (43%), Beast Fang (13%), Beast Horn (43%)	
No. 55 Eel	HP 567 Weakness Range
Materials Beast Feather (62%), Beast Bone (18%), Beast Plumage (18%)	
No. 56 Garedda	HP 872 Weakness —
Materials Plain Standing Tree (62%), Withered Hardwood (37%)	
No.57 Batalf	HP 567 Weakness Ranged
Materials Nadoli Flower (90%), Nadoli Seed (9%)	
No. 58 Drowd	HP 798 Weakness —
Materials Beast Coarse Hair (66%), Beast Thin Skin (33%)	
No. 59 Almora-Hars	HP 625 Weakness 打
Materials Iron Ore (58%), Light Limestone (35%), White Stone (5%)	
No. 60 Almorajix	HP 973 [Weakness Strike]
Materials Iron Ore (55%), Light Limestone (38%), White Stone (5%)	



Step 2 "Green Wind Cloak

Obtain the Green Wind Cloak

The Green Wind Cloak is essential for conquering the Wind Sanctuary, so equip it immediately after obtaining it. After that, return C the base, move to E, and acquire the Wind Pipe of the Ringing Stone.

Step 3 Wind Pipe of Naruseki

Obtain the Wind Pipe of Naruseki

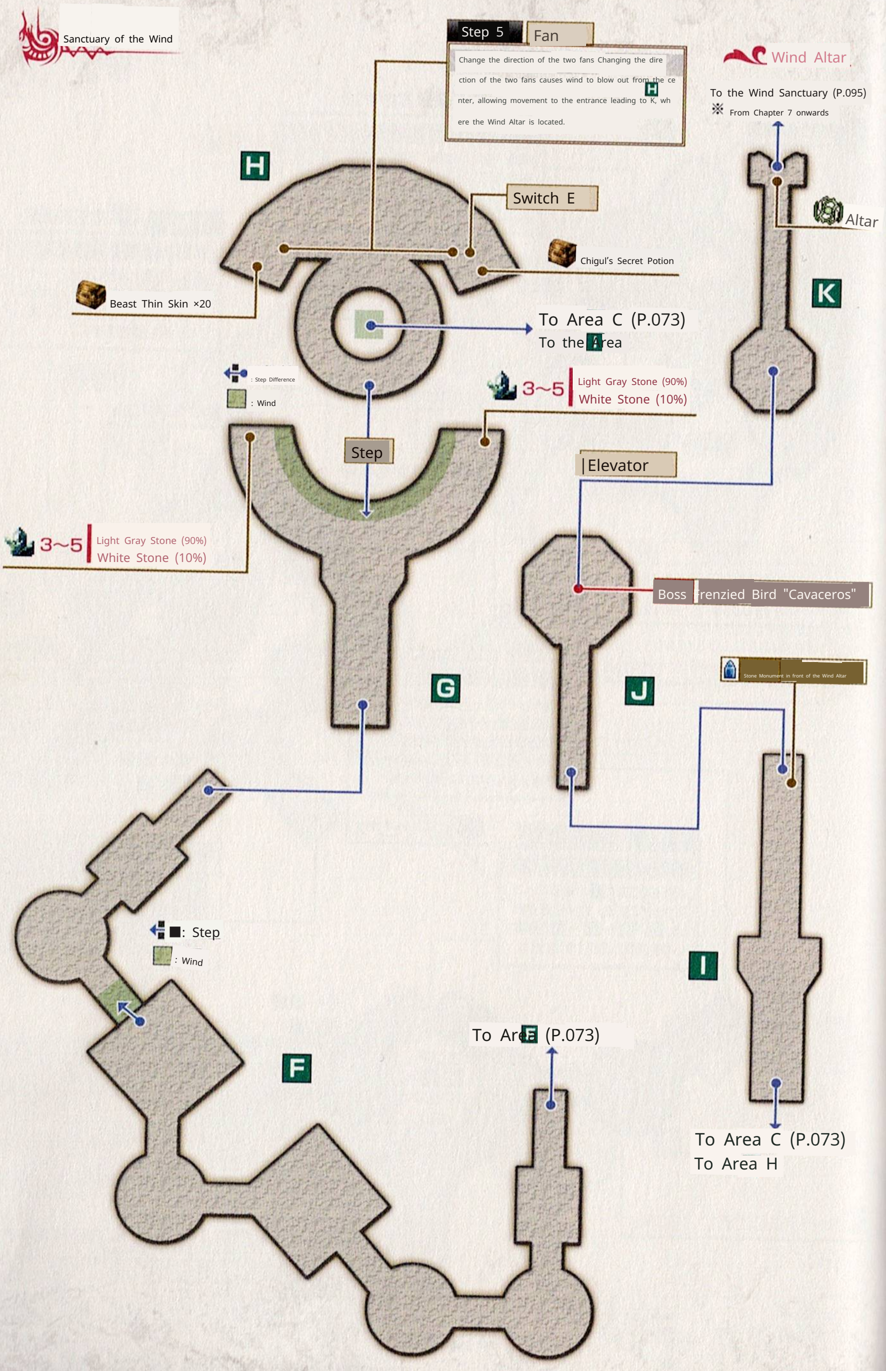
After obtaining the Wind Pipe of Naruseki, you need to return to point C. Be careful not to hit the rotating Spike Pillars and retrace your steps.

Spike Pillar

Beware of Spike Pillars

If you touch the rotating spike pillars moving up and down, you will receive damage equal to 2% of your maximum HP. If you are in a floating state, pass over the spike pillars; if you are on the ground, pass under them to avoid getting hit.

Step 4: Set the Naruseki Wind Pipe. The Naruseki Wind Pipe can be set into the pipe located at C. After setting it, move through E, F, G, and H and head toward the location for Step 5.


Sanctuary of the Wind
Step 5
Fan
Change the direction of the two fans Changing the direction of the two fans causes wind to blow out from the center, allowing movement to the entrance leading to K, where the Wind Altar is located.
Wind Altar
To the Wind Sanctuary (P.095)
※ From Chapter 7 onwards
H
Switch E
Altar
Chigul's Secret Potion
Beast Thin Skin ×20
K
To Area C (P.073)
To the Area
: Step Difference
: Wind
3~5
Light Gray Stone (90%)
White Stone (10%)
Step
Elevator
3~5
Light Gray Stone (90%)
White Stone (10%)
Boss Frenzied Bird "Cavaceros"
Stone Monument in front of the Wind Altar
G
J
: Step
: Wind
I
To Area E (P.073)
F
To Area C (P.073)
To Area H

Boss Strategy

No.125 Frenzied Bird <Cavaceros>

Boss Data

LVH [redacted]	[redacted]	STR	DEF	DEX	AGL	Stun	Float [redacted]
27	33200	284	205	49	96	C	×

Equip accessories that prevent petrification

Prepare for attacks with petrification effects by equipping the main character you control with a Gold Pendant.

The bosses are Aisha and Myshella, and Ptoleos has a hig h damage multiplier for Adol and Dogi. Especially Dogi's mul tiplier is exceptionally high, so be sure to make good use of him. Also, since the bosses have low stun resistance, using skills with high stun values is effective. However, when the boss's wings turn golden, they power up, increasing the nu mber of attacks and other abilities. After a while, they retur n to their original state, so during the golden state, prioritiz e evasion over attacking and fight cautiously.

Monster Data

No. 61	tocheris [redacted]		Stun	G
Lv 26	P [redacted]	1110	Float	◎

Attack to Watch Out For 1

Air Rush Attack

This is an attack where the boss fli es and then rushes forward. Feathers fall and explode in flames at the plac es the boss passes. When the boss ru shes, dodge to either the left or right. Be careful, as in the golden state, the boss rushes twice.

Attack to Watch Out For 2

Electric Shock Circle

After flying, it spits electric sho ck from its mouth, creating a dam age-dealing circle at the location of the controlled character. Once yo u confirm the preparatory action, continuously evade to move away from the circle.

Attack to Watch Out For 3

Vacuum Wave

After being pulled close to the bos s, it generates a vacuum wave to attac k. Even if you try to evade and move away, you will be pulled in. However, if you continuously evad e to the side of the boss, you can avoid the attack.

Attack to Watch Out For 4

Green Homing Orb

After creating wind with its wings, it fires multiple highly h oming orbs. If you get hit by th e wind, the wind pressure will i mmobilize you, making it difficu lt to avoid the orbs fired afterw ard, so be careful.

Attack to Watch Out For 5

Gray Homing Orb

The gray homing orbs are fir ed consecutively from the m outh. Getting hit by these orbs causes damage and the petrifica tion status effect. Once the orbs are fired, continuously evade to the right or left.

Attack to Watch Out For 6

Roar

Attack with almost no preliminary action

By the attack and the shock of the roar, damage is not taken, but the petrification status occurs. If you have a Gold Pendant, you can definitely avoid it.

Cure your companions' petrification with a Panacea.

RUSH Giant Tornado

RUSH Activation Condition: HP below 1/3 Display Time: 11 seconds Release Damage: 2800 Cooldown Time: 70 seconds or more

Data Note: Must be used at least once

The boss generates a huge tornado around itself, attacking while pulling characters in. Although the display time is long at 11 seconds, it is difficult to cancel without using EXTRA skills in addition to normal attacks and skills. Also, the pulling force of the attack is very strong, and it is hard to avoid even with consecutive dodges. This attack has many hits and is easy to guard consecutively, so guard with good timing when pulled in.

System Explanation

Story Walkthrough

Data Analysis

Chapter6 Edna's Homeland

Chapter 6

Edna's Homeland

Adol and his party, having obtained information about the Sea Altar from Duke Kaimar, the descendant of the Sea People's chief, boarded a ship and crossed over to the Ruins Island where the altar is located. There, they reunited with Gash.

Let's depart after thorough preparation.

Once you head to Ruins Island, you will not be able to return to the Altago mainland. Therefore, thorough preparation is necessary, but on Ruins Island you can obtain the highest-performance weapons and armor currently available, so there is no need to update your equipment. However, Gash

Those who want to include Yu in the battle party should purchase Adol's strike-attribute sword, which has been added to the shop. Also, once you cross over to Ruins Island, the acceptance period for 10 types of quests will end, so be sure to clear them all beforehand.

Chapter 6 Event Flowchart

6-1 Altago City

・Head to Altago Duke's Palace

Withdraw Aisha

・After talking with the guard Dragon Knight in front of Duke Kaimar's room at Altago Duke's Palace, meet Duke Kaimar inside the room.

Option A Dialogue Change Only

Obtain Duke's Ring

Choice B: Only dialogue changes

参入 Aisha

Shop Added: Altago City

・Board the ship at Altago Port and head to Edna's homeland

Select option C "Depart for Ruins Island"

Select option D Only dialogue changes

Quest acceptance ends 23456 8 9 10 11 12

6-2 Ruins Island & Edna's Homeland

Meet Gash at the Coast

Enter Gash

A battle with Reward = Pier × 2 occurs once

Obtain the Sea God's Amulet

・Proceed deeper to search for the altar

Obtain Statue of the Water Spirit

Boss Demon King Octopus ≪Abariel≫

・Examine the altar

Obtain Mark of the Sea

・A battle with Reward=Gran occurs on Ruins Island

6-3 Altago City

離脱 Dogi, Aisha, Gash

Choice E Dialogue Change Only

・After meeting Saias, the Thousand Dragon Commander, proceed to the Execution Ceremony (Obtain Gladius and Buckler)

Boss Mad Sword Beast ≪Igzestroger≫

・Escape from Altago City with the help of Tia

Joining Dogi, Gash

Chapter7へ ▸P.083

Check! Be careful not to miss buying items

After going to Ruins Island, the next time you can shop in Altago City will be in Chapter 8. The Zanzibar Trading Company sells accessories useful for adventure, so if there are any you haven't purchased yet, be sure to buy them (P.035).

Sub-Event Enjoy the Sub-Events

There are two patterns for triggering Tia's sub-event, but the event content hardly changes, and in both cases, you receive Striga's Medicine from Tia.

■Sub-Events Occurring in Altago City

Location	Trigger Conditions
	A: Before meeting the Duke, go to Tia's house, then after meeting the Duke, go back to Tia's house once more
	B: Head to the house after meeting the Duke
Aisha's Room	After Aisha leaves, examine the door of Aisha's room in the Duke's Palace
Various Locations in the Duke's Palace	After Aisha joins, talk with the people in the Duke's Palace
Arena	Go to the arena and watch the Dragon Knight's training

Check! Prepare for the Battle in Chapter 6-3

You will automatically move to Altago City after the Reward=Gran battle. In Chapter 6-3, Adol will fight the boss alone with restricted equipment and items, but the last opportunity to change skills is before the Reward=Gran battle. Before the battle, set effective skills such as the downward thrust with a high stun value. Also, only the SP gauge carries over to the boss fight, so you should fill the gauge to the maximum before defeating Reward=Gran.

Sub Event: If You Defeat the Boss Without Using Items...

Except for boss battles, progress is made only through events. If you defeat the boss in this battle without using Nadri's potion, Saias's reaction will subtly change, so give it a try.

Map Strategy

Step 3 — Sea God's Amulet

Obtain the Sea God's Amulet

If you equip the God's Amulet, you can act underwater without taking damage. After obtaining and equipping it, proceed from A and follow the path toward M.

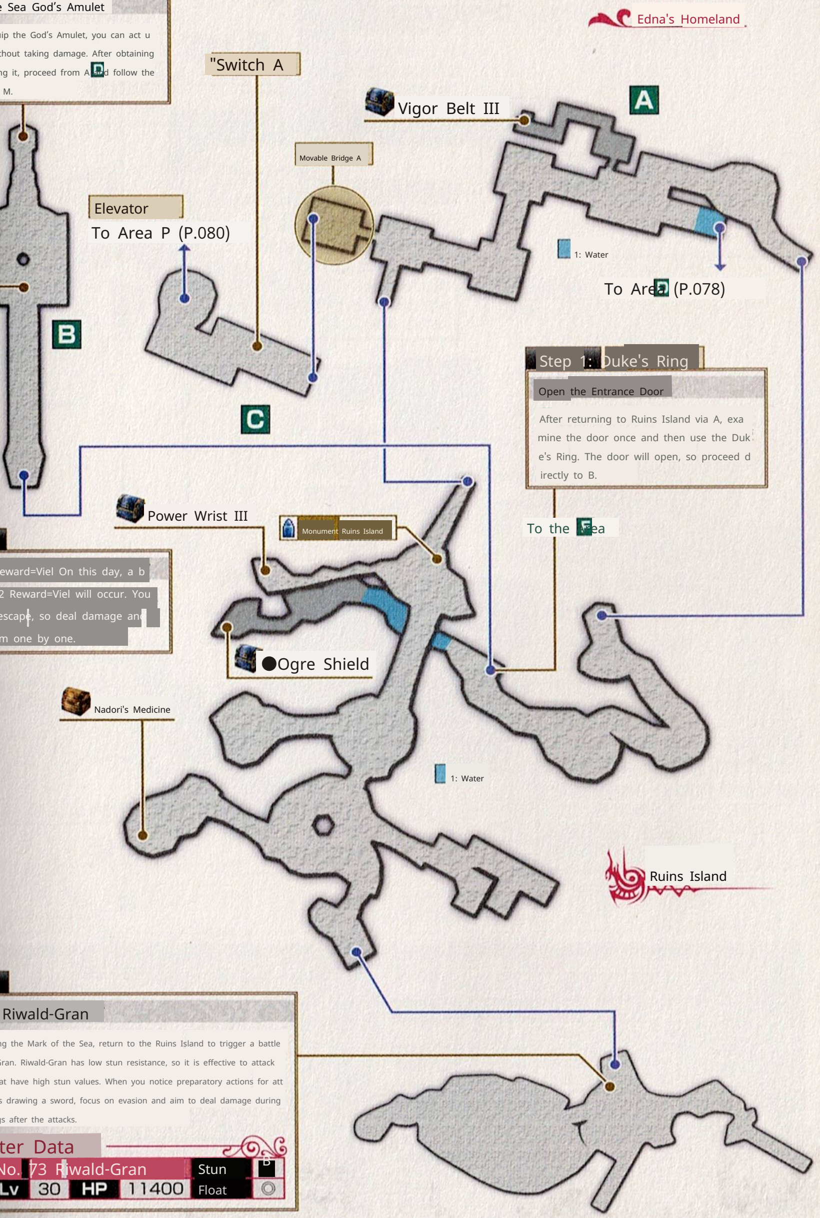
Step 1: Duke's Ring

Open the Entrance Door

After returning to Ruins Island via A, examine the door once and then use the Duke's Ring. The door will open, so proceed directly to B.

Step 2

Defeat 2 Reward=Viel On this day, a battle with 2 Reward=Viel will occur. You cannot escape, so deal damage and defeat them one by one.



Step 6

Defeat Riwald-Gran

After obtaining the Mark of the Sea, return to the Ruins Island to trigger a battle with Riwald-Gran. Riwald-Gran has low stun resistance, so it is effective to attack with skills that have high stun values. When you notice preparatory actions for attacks, such as drawing a sword, focus on evasion and aim to deal damage during the openings after the attacks.

Monster Data

No. 73 Riwald-Gran				Stun	B
Lv	30	HP	11400	Float	◎

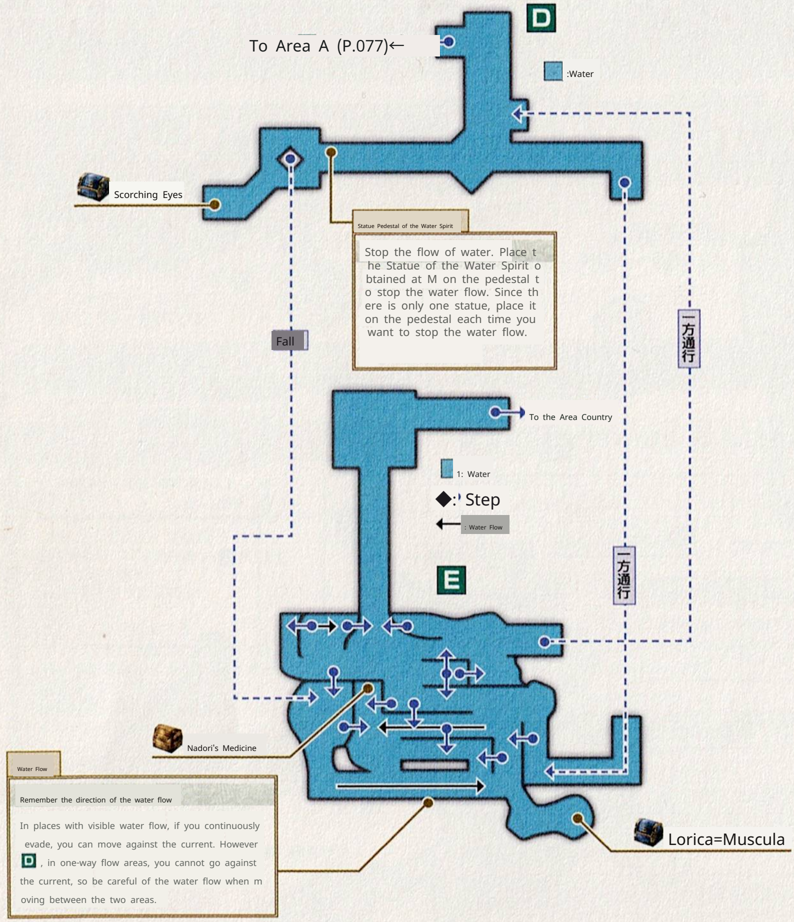
System Explanation

Story Walkthrough

Data Analysis

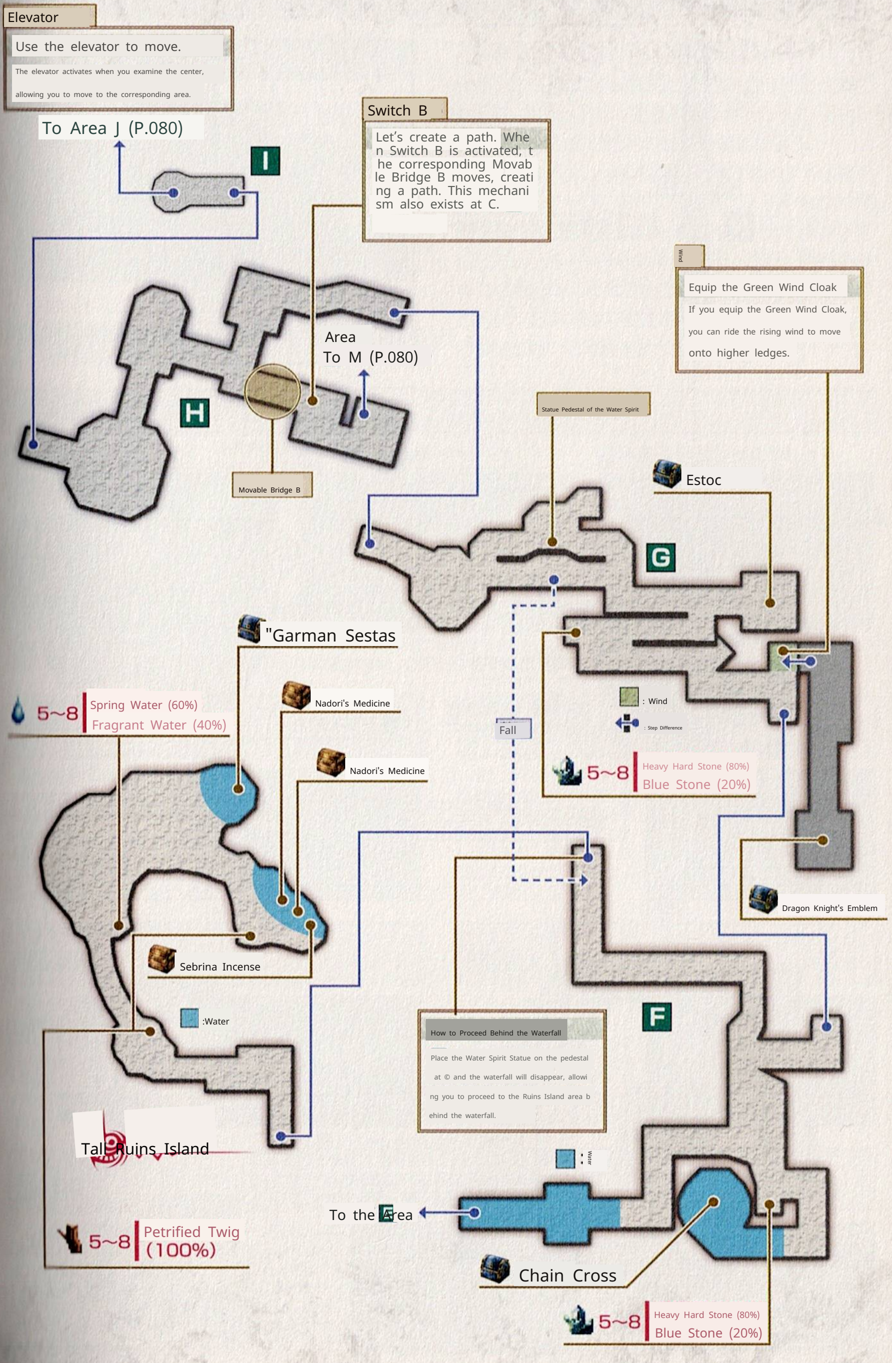
Chapter6 Edna's Homeland

Edna's Homeland

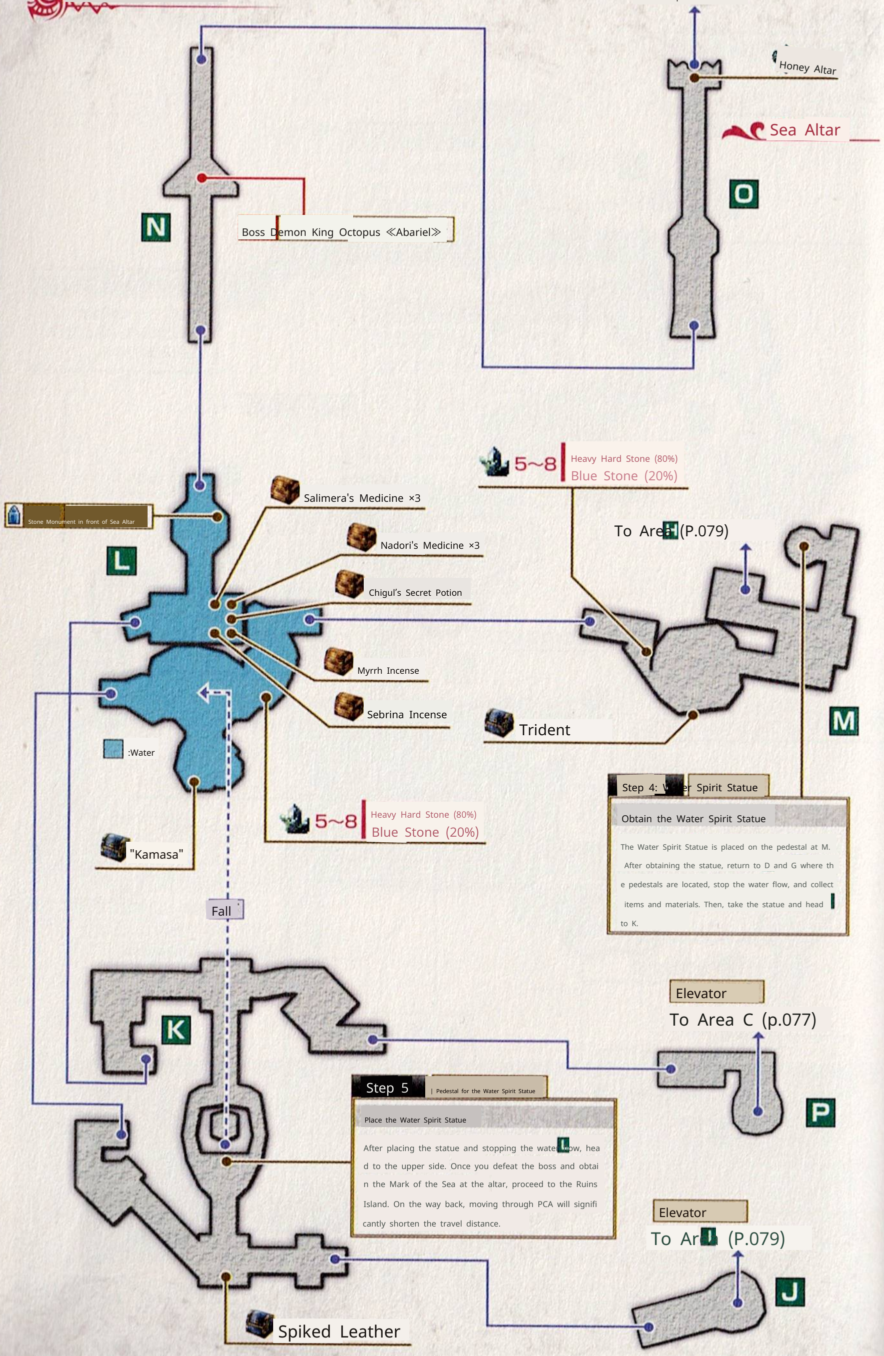


Monster Data

No. 62 Riwald=Viel HP 1720 Weakness —	Materials Beast Scale (66%), Beast Spine (33%)
No. 63 Reward = Haem HP 1990 Weakness —	Material Beast Scale (66%), Beast Claw (33%)
No. 64 Reward=Ruwan HP 1440 Weakness —	Material Beast Scale (66%), Beast Fang (33%)
No. 65 Raton HP 751 Weakness —	Material Beast Bone Fragment (55%), Beast Scale (16%), Beast Horn (27%)
No. 66 Raton Jignat HP 2960 Weakness —	Material Giant Beast Bone (50%), Beast Scale (25%), Beast Horn (25%)
No. 67 Amny HP 614 Weakness Blunt	Material Beast Shell (76%), Heavy Hard Stone (23%)
No. 68 Ruion HP 733 Weakness Slash	Material Chigur Fruit (76%), Chigur Seed (23%)
No. 69 Ocloo HP 1510 Weakness —	Material Beast Horn (66%), Beast Coarse Hair (33%)
No. 70 Cliffs HP 984 Weakness 射	Material Beast Claw (66%), Heavy Hard Stone (26%), Blue Stone (6%)
No. 71 Kuyood HP 832 Weakness —	Material Beast Body Fluid (76%), Chigur Fruit (23%)
No.72 Kuyudo = Su HP 1520 Weakness —	Material Beast Body Fluid (71%), Nadri Flower (21%), Nadri Seed (7%)


Elevator
Use the elevator to move.
The elevator activates when you examine the center, allowing you to move to the corresponding area.
To Area J (P.080)
I
Switch B
Let's create a path. When Switch B is activated, the corresponding Movable Bridge B moves, creating a path. This mechanism also exists at C.
H
Area To M (P.080)
Movable Bridge B
Wind
Equip the Green Wind Cloak
If you equip the Green Wind Cloak, you can ride the rising wind to move onto higher ledges.
Statue Pedestal of the Water Spirit
Estoc
G
"Garman Sestas
5~8 Spring Water (60%) Fragrant Water (40%)
Nadori's Medicine
Nadori's Medicine
: Wind
: Step Difference
Fall
5~8 Heavy Hard Stone (80%) Blue Stone (20%)
Dragon Knight's Emblem
Sebrina Incense
:Water
F
How to Proceed Behind the Waterfall
Place the Water Spirit Statue on the pedestal at © and the waterfall will disappear, allowing you to proceed to the Ruins Island area behind the waterfall.
Tall Ruins Island
: Water
To the E Area
5~8 Petrified Twig (100%)
Chain Cross
5~8 Heavy Hard Stone (80%) Blue Stone (20%)

Edna's Homeland



Step 4: W[redacted]er Spirit Statue

Obtain the Water Spirit Statue

The Water Spirit Statue is placed on the pedestal at M. After obtaining the statue, return to D and G where the pedestals are located, stop the water flow, and collect items and materials. Then, take the statue and head to K.

Step 5 | Pedestal for the Water Spirit Statue

Place the Water Spirit Statue

After placing the statue and stopping the water flow, head to the upper side. Once you defeat the boss and obtain the Mark of the Sea at the altar, proceed to the Ruins Island. On the way back, moving through PCA will significantly shorten the travel distance.

Boss Strategy 1

No.126 Demon King Octopus ≪Abariel≫

Boss Data

LV H[redacted]TR DE[redacted]EX AGL Stun Float

31 37000 326 221 49 68 D ×

Focus attacks on the part where the main body is located

Some of the boss's attacks cause the Freeze status abnormality. Equip the main controlled character in advance with the Scorching Eye to prevent freezing.

The monster that appears before the battle starts, resembling a yellow-green octopus, is the main body of this boss. This main body moves its head and four arms. Damage can only be dealt to the main body or the location where the main body has moved, so during the battle, be sure to closely observe the movements of the main body. Additionally, the main body has a high damage multiplier for all characters, with Aisha in particular having a higher multiplier, so actively use her.

The process of dealing damage to the boss body

1 Attack the head first

The main body initially always resides in the head. Main body Keep attacking the head until it appears.

2 Attack Opportunities Even While Moving

⬆ When the main body starts moving to another part, attack the main body directly to deal damage.

3 Attack the Targeted Body Part

⬆ Attack the part where the main body moves to. After that, just repeat steps 2 and 3.

Attack to Watch Out For 1

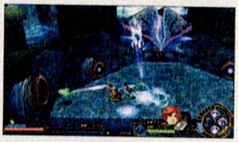
Freezing Laser

An attack using lasers with a freezing effect. Both the head and arms use it, firing from up to five locations. When the laser is yellow, it does not cause damage, so move out of the line of fire to avoid it.

Attacks to Watch Out For 2

Icicle Missile

This is an attack performed only by the head, firing 6 consecutive icicles with a freezing effect. The fired icicles fall from the sky, but shadows appear at the impact points, so watch the shadows carefully and dodge.



Attack to Watch Out For 3

Constant Electric Sphere

A purple sphere generated by the arms, which has the effect of pulling the controlled character closer.

You will take damage if you hit the sphere

You will take damage, so before being pulled in, spin continuously and move away from the sphere.

Attack to Watch Out For 4

Flash Flood

Continuously shoots water droplets from the mouth

It fires them continuously. Even from a distance, they can hit, so dodge to the right or left. Sometimes it also fires icicles continuously from the mouth, but you can dodge this attack by moving either left or right.

5 Attacks to Perform

Please Restrain

This is an attack that deals damage to the restrained character and causes a frozen state, with the special effect of the boss itself recovering HP. While performing this attack, damage can be dealt even if the main body is not on the axis. Quickly attack the restrained arm to help your allies. Additionally, if the controlled character is restrained, control will automatically switch to a non-controlled character.

Boss Strategy 2

No.127 Mad Sword Beast ≪Exestroger≫

Boss Data

Lv H[redacted]R DEF D[redacted]AGL Stun Launch 31 7,440,326 172 59 90

						C	×

Watch the Boss's Movements Carefully and Fight

The boss's attacks generally have long wind-up times and target almost exclusively the front, so you can safely deal damage by dodging to the sides while attacking. However, if you attack for too long, it becomes difficult to avoid the next attack, so keep your distance when the boss changes direction. Additionally, the boss has low stun resistance, so moves with high stun values like downward thrusts are effective.

◆ When the boss's HP falls below 50%, its body turns red, its attack power increases, and its defense decreases.

Attack to Watch Out For 1

Stomp

Stomps forward with its front legs. If you evade toward the boss and move to the side, you can avoid the attack and counterattack. This attack has a slow startup, so you can guard and charge your SP gauge, etc.

Attacks to Watch Out For 2

Charge Attack

It spins its body and charges forward. Since it charges straight ahead, the usual tactic is to dodge left or right, but if you position yourself in a depression at the edge of the map, you won't get hit. Counterattack after the spin ends.

Attack to Watch Out For 3

Fireball

Spits three fireballs in a fan shape from its mouth. Similar to the stomp, if you immediately move to the side, you can safely attack until the attack ends. The fireballs are slow, so you can also keep your distance and aim to guard.

Attack to Watch Out For 4

[Exploding Orb

After turning away from Adol, it swings its tail to create an orb that explodes upon hitting the ground. It only uses this when its body turns red, but as long as you keep your distance, avoiding it is easy.

Sub Character Introduction 5

Syasthi Dragon Chief

Known as the Hawk of Altago, he is the Dragon Knight Corps' commander and an old acquaintance of Tia.

He has a kind and considerate personality and is popular in the town as well.

Loud Chief

The son of Orbus Chancellor, who serves as the Dragon Commander.

His skills as a Dragon Knight are certainly

However, due to difficulties in personality,

Always end up causing some kind of trouble

Manager Urza

The female manager who oversees the arena in Altago City.

She has a tomboyish personality and is involved in combat

Strong men working on the site

Feared even by the men are being done.

Chapter 7

Three Sacred Sites

After overcoming the crisis in the arena and escaping from Altago City, Adol is asked by Gash to meet a certain perso n. Accepting this invitation, Adol and his companions head toward the plateau of the Altago Plain.

Decide which Sacred Site to head to first

From the Hidden Village of Iska onward, it is fine to h ead to any Sacred Site. However, strong enemies appear in the order of Earth → Fire → Wind, so this sequence is recommended (this guide follows this order for攻略). Add itionally, new items have been added to the shops in eac h village, so aiming for the Village of Kairos to purchase powerful weapons and armor is also a good strategy.

◆If you encounter a to ugh monster on the w ay to the Village of Kai ros, running away is al so an option.

Chapter 7 Event Flowchart

7-1 Altago Plains - Northeast and East → Central Area → Lakeside → Plateau

・Head to the Plateau

◆Since you cannot ret urn to Altago City, let' s head for the high gr ound as per Gash's ins tructions.

7-2 Iska's Hidden Village

Meet the Sharians at the entrance

[Entry Elk, Mustafa, Maishera

Quest Acceptance Start 15 16

◆Elk, Mustafa, and Maishera gather, formin g a complete c ombat force.

7-3 Altago Plains - High Ground

入手 Tsukuyomi's Bell

Shop Addition: Shanoa Village, Segram Village, Kairos Village

Quest Acceptance Start 314

Head to the three Sacred Grounds (order does not matter)

Earth Sacred Ground → Chapter 7A (P.085)
Flame Sacred Ground → Chapter 7B (P.090)
Wind Sacred Ground → Chapter 7C (P.094)

Sub-event: Conversation with the Sharians

The conversation with the Sharians changes subtly. First, when you visit for the first time and speak to them again, they provide information about the sacred grounds. Next, after clearing at least one sacred ground, the dialog ue changes, allowing you to hear their characteristic knowledgeable remarks . Furthermore, if you have cleared three sacred grounds but have not helpe d Crushe, the situation changes again. At this time, even if you try to meet the Sharians, your companions will tell you to go check on Crushe's condit ion, preventing the meeting.

◆The Shariars themselve s investigate the materials and immediately inform Adol and the others of wh at they find out.

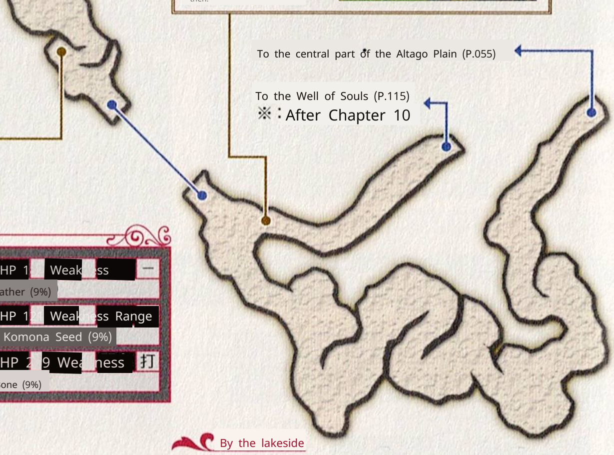
Check! Before heading to the Sacred Grounds...

After departing from the Isca Hidden Village, the teleport location set by the Flame Mark will be reset. The stone monuments will also disappear from the map, so from then on, be sure to touch any stone monumen ts you see to re-register them. Also, the western part of the Altago Plain is closed off, but if Siglune joins the party when approaching, the conv ersation will change slightly.

◆The Isca Hidden Village, w hich you will visit again later. There is also a stone monu ment here, so you will want to register it first.

Map Strategy

Altago Plains



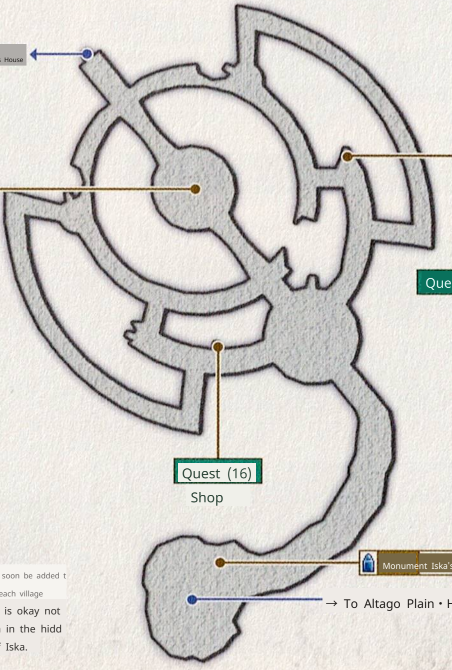
In the late stages, the path leading to the Well of Souls opens

When you first visit the lakeside, you won't find a path continuing sideways. This path appears in Chapter 10, and you will pass through it when heading to the Well of Souls, so you don't need to worry about it until then.

Monster Data

No. 24 Sarabun	HP 1[redacted]	Weak[redacted]ss	—
Materials Beast Bone (90%), Beast Feather (9%)			
No. 25 Radit	HP 1[redacted]	Weak[redacted]ss Range	
Materials: Komona Flower (90%), Komona Seed (9%)			
No. 26 Ba[redacted]nton	HP 2[redacted]9	Wea[redacted]ness	打
Materials Beast Hard Skin (90%), Beast Bone (9%)			

Iska's Hidden Village



Moon Altar

A large pillar towering in the center

At the center of Iska's Hidden Village stands a massive pillar, whose builder and purpose are unknown. This pillar is the Moon Altar, and it is deeply connected to the location you will visit in Chapter 9.

◆ Products will soon be added to the shops in each village

Therefore, it is okay not to buy them in the hidden village of Iska.

Chapter 7A (Earth Sanctuary Route) Event Flowchart

7A-1 Altago Plain・Highland → Lakeside → Central Area East Area → Southeast Area

- Head to the Village of Shanua

7A-2 Shanoa Forest・West and East

7A-3 Shanoa Village

- Talk with Fatima at the Village Chief's House
- Head to the Earth Sanctuary

Sub Event: Conversation with Fatima

When you arrive at Shanoa Village, be sure to talk to Elder Fatima. By doing so, Elk will learn the spell to advance to the Earth Shrine. Also, after clearing the Earth Shrine, if you talk to Elder Fatima again, she will provide information about the Dragon Shrine, so those interested should check it out.

◆ If Elk has not learned the spell, you will not be able to proceed to the Earth Shrine from the altar, so be careful.

7A-4 Shanoa Forest: In Front of the Great Tree

- Talk with Sigrun in front of the Great Tree (only if not yet joined)

[Join Sigrun]

Check! Pursuers from Altago City

When advancing in front of the Great Tree in Shanoa Forest, Siglune, who chased from Altago City, joins the party. Since Aisha's abilities are inherited, let her be active in battle just like Aisha. However, if Siglune has already been recruited after passing through the Wasteland earlier, she will naturally not appear (P.090).

◆ Aisha's abilities have been carried over, but her equipment has changed, so purchase as needed.

7A-5 Shanoa's Great Tree

- Examine the Earth Altar

7A-6 Earth Shrine

- Advance deeper to meet the Earth Dragon

Boss: Earth Dragon "Rada=Manju"

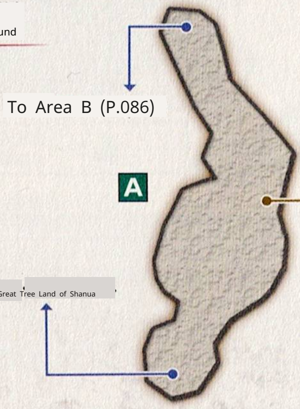
Obtain Earth Secret Stone

- After clearing the three sacred grounds, head to Iska's Hidden Village

Chapter8へ ▸P.102

Map Strategy

Earth Sacred Ground



Step 1

Make Flowers Bloom with Primitive Sap

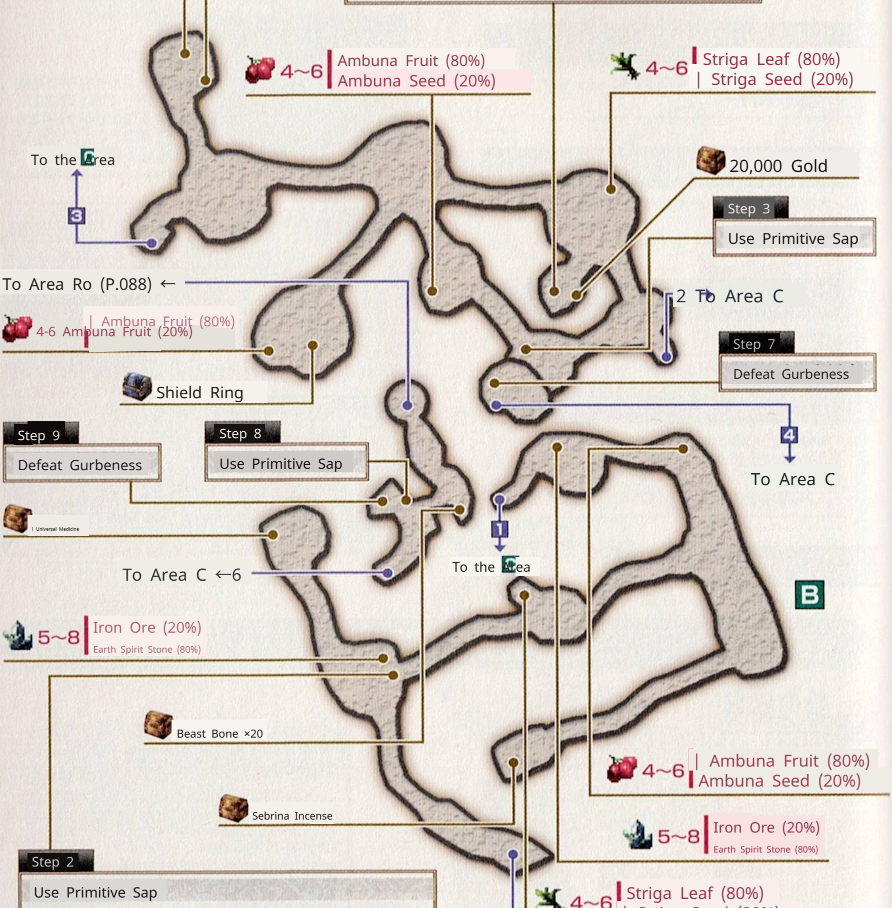
When you use Primitive Sap at this location, the adjacent bud will open and a flower will bloom. The bloomed flower serves as a platform, allowing you to cross over it. There are multiple mechanisms of this type in the Earth Sanctuary, so be sure to remember them.

Earth Sacred Ground

Step 4

Defeat Gurbeness

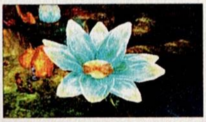
When using the Primitive Sap in Step 3, Gurbeness will appear in a distant location. Defeating both the Gurbeness in this location and the Gurbeness from Step 7 allows you to send the effect of the Primitive Sap to the large bud.



Step 2

Use Primitive Sap

As in Step 1, using the Primitive Tree Sap will allow you to proceed further. Also, to make the large central bud bloom, you need to send the effects of the Primitive Tree Sap from multiple locations, which is important to keep in mind.



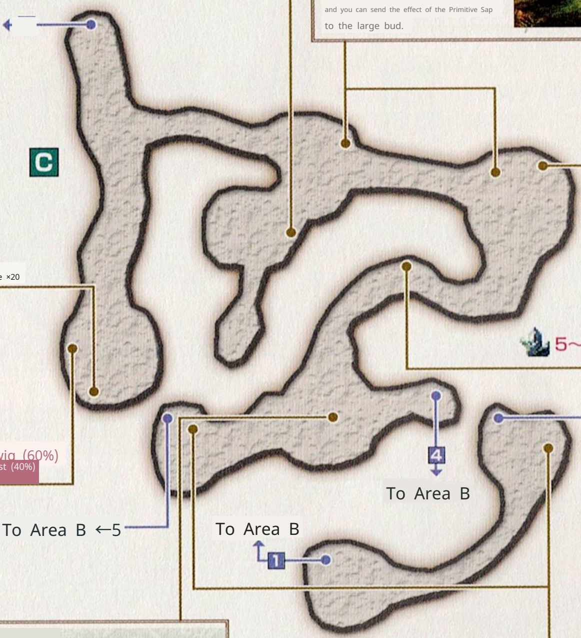
Step 5

Use Primitive Sap

Step 6

Defeat 2 Gulbenes

After Step 5, Gulbenes will appear. The second one will pass over the carnivorous plant, so do not stop and pass through. If you defeat both, the carnivorous plant will stop moving, and you can send the effect of the Primitive Sap to the large bud.



At the fork, proceed to the right

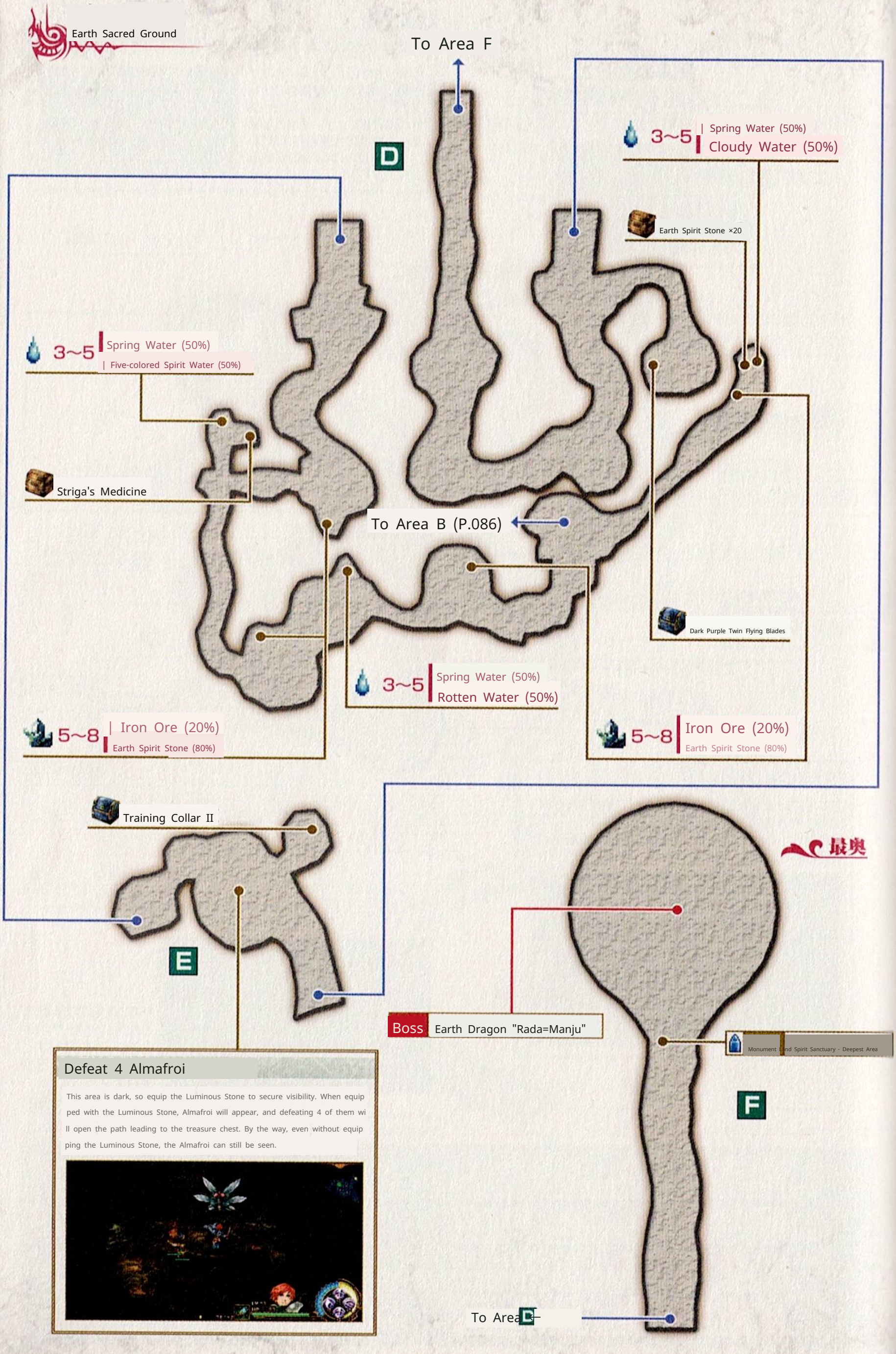
Proceeding right leads to a dead end in Area B, but since Step 7 needs to be completed, you will eventually return even if you go ahead. Therefore, first proceed right at this fork, clear Step 7, and then proceed left.

Petrified Twig can be obtained from tree gathering locations. It is required for quests and other purposes, so be sure to gather it.

Monster Data

No. 74 Loral HP 1140 Weakness: Slash Materials: Striga Leaf (55%), Striga Seed (16%), Beast Fang (27%)	No. 78 Ivy HP 1570 Weakness: - Materials: Beast Fang (50%), Beast Bristle (25%), Earth Spirit Stone (25%)
No. 75 Veda HP 789 Weakness: Pierce Materials: Striga Leaf (62%), Striga Seed (18%), Beast Feather (18%)	No. 79 Kurwaider HP 2210 Weakness: - Materials: Beast Hair (76%), Beast Bristle (23%)
No. 76 Damlin HP 1930 Weakness: Blunt Materials: Beast Horn (55%), Beast Spine (27%), Earth Spirit Stone (16%)	No. 80 Ramjint HP 2410 Weakness 斬 Materials Young Forest Tree (62%), Petrified Twig (18%), Earth Spirit Stone (18%)
No. 77 Gulbenes HP 2850 Weakness - [Materials	No. 81 Almafroy HP 827 Weakness Ranged Materials Ambuna Fruit (83%), Ambuna Seed (16%)

Earth Sacred Ground



Defeat 4 Almafroi

This area is dark, so equip the Luminous Stone to secure visibility. When equipped with the Luminous Stone, Almafroi will appear, and defeating 4 of them will open the path leading to the treasure chest. By the way, even without equipping the Luminous Stone, the Almafroi can still be seen.

Boss Strategy

No.128 Earth Dragon ≪Rada=Manju≫

Understand the movements of each of the 3 phases. The Earth Dragon "Rada=Manju" has generally slow timing from its preparatory actions to attack execution. If you do not overlook the preparatory actions, evading is not difficult, so focus on the boss's movements while fighting. Note that defeating the boss requires going through 3 phases. Each phase has different attack methods and countermeasures, and to reduce its HP, you need to attack its head during phases 2 and 3. By the way, its stun resistance is very high, so prioritize using skills with higher power over those with high stun values.

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
35	48500	433	254	59	78	AAA	×

◆In the third phase, Objects that revive even if destroyed can be used to accumulate SP.

Flow until defeating the boss

Phase 1 Destroy the crystals at the feet

⬆First, destroy all the crystals attached to the heels of each leg. When all four crystals are destroyed, the boss will collapse. Then, hurry up and climb the slope in the back to deal damage.

Phase 2 Attack the head on the slope

⬆After climbing the slope in the back, attack the head to deal damage. If you can reduce the HP to below 20,000 here, the boss will advance to Phase 3, but if a certain amount of time passes, it will turn its back and revert to Phase 1.

Phase 3 Defeat the pursuing boss

⬆When the HP falls below 20,000, the boss will fall into a circular corridor. Here, avoid the boss's attacks as it chases from behind, and take advantage of the opening after its bite attack to strike the head.

Attack to Watch Out For 1

Stomping & Vine Attack

In Phase 1, raising the foot high is the attack's preparatory movement. Vines that track the player will appear simultaneously with the foot landing, so when you see the preparatory movement, use evasion to move away from the boss and observe the situation.

Attacks to Watch Out For 2

Straight Breath Attack

The boss pulls its head back and then breathes fire straight ahead. This is a powerful attack in Phase 2, so be sure to evade it. Once you confirm the preparatory movement, use evasion to move away from the front.

Attack to Watch Out For 3

Bite Attack

The boss raises its head and bites to either the left or right. It attacks the opposite side of the direction in which the head was raised during the preparatory movement, so moving toward the raised head direction makes it easier to avoid the attack. After the bite attack, the head lowers for a certain period, creating a large opening—this is your chance to attack the head. Use powerful skills or EXTRA skills to deal significant damage.

Chapter 7B (Flame Sanctuary Route) Event Flowchart

7B-1 Altago Plain・High Ground→ Lake Shore → Central East Area

- Head to Segram Village
- Use the Moonlit Bell in front of the Crest

7B-2 Wilderness

- Use the Moonlit Bell in front of the Crest

◆There are no gathering spots in sight, so let's grab the treasure chests and run through.

7B-3 Altago Plains - Southwest Area

- Talk to Siglune (only if she has not joined)

Join Siglune

7B-4 Cave Passage

7B-5 Segram Desert: Northwest → Southwest

7B-6 Segram Village

- Talk with Mustafa at the chief's house
- Head to the Flame Sanctuary

7B-7 Segram Desert: East

7B-8 Flame Temple

- Investigate the Altar of Flame

7B-9 Flame Sanctuary

- Proceed deeper to meet the Flame Dragon

Boss: Flame Dragon "Ang=Bar"

Obtain Flame Secret Stone

Option A Dialogue Change Only

7B-10 Segram Village

- Talk with Mustafa and Crushe at the village chief's house

Withdrawal Mustafa

Entry Crushe

- After clearing the three sacred grounds, head to Iska's Hidden Village

To Chapter 8 P.102

Check! Pursuers from Altago City

After passing through the wilderness, you will encounter Siglune, who has chased you from Altago, triggering an event where she joins your party. However, this event will not occur if Siglune has already joined in front of the Great Tree in Shanoa Forest.

◆Although the location differs from the Earth Sanctuary, Siglune will join the party at an early stage in either case.

Sub Event: Let's Learn the Spell

To proceed from the altar of the Flame Temple to the Flame Sanctuary, the spell passed down by the chief of Segram Village is required. Mustafa has no idea about the spell, so upon arriving at Segram Village, head to the chief's house. At the chief's house, you can learn the spell from Kurushe, who is suffering from an illness.

◆ If Mustafa has not learned the spell, an event will occur at the altar where the spell is unknown.

Sub Event Mustafa's Guidance

In the Flame Temple, thanks to Mustafa's guidance, you can automatically move up to the altar for the first time only. From the second time onward, this will not occur, so be sure to touch the stone monument. By the way, the option to receive guidance only appears if Mustafa does not know the spell.

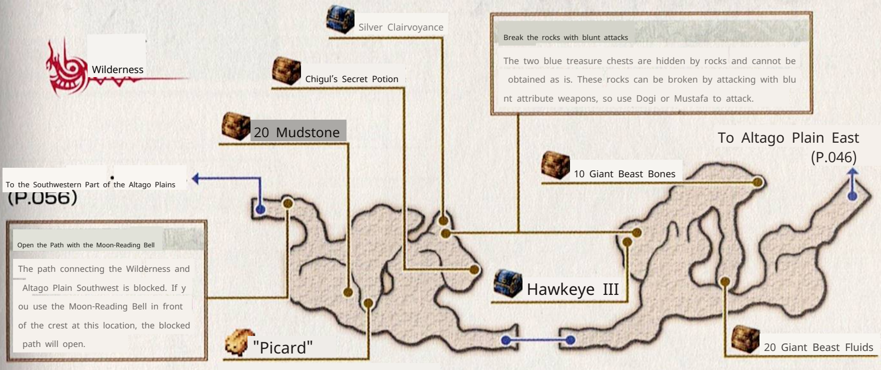
Check! Let's help Crushe

After clearing the Flame Sanctuary and visiting the Village Chief's house, an event to rescue Kushe occurs. At this point, Mustafa and Kushe switch places. If Kushe has not been rescued and other sanctuaries are cleared, at the stage of clearing the final sanctuary, companions will suggest going to check on Kushe's condition.

◆Not only Mustafa, the older brother, but also the other companions are worried about Kushe's condition.

Map Strategy

Wilderness



*You will collect these in Quest 14

Break the rocks with blunt attacks

The two blue treasure chests are hidden by rocks and cannot be obtained as is. These rocks can be broken by attacking with blunt attribute weapons, so use Dogi or Mustafa to attack.

Open the Path with the Moon-Reading Bell

The path connecting the Wilderness and Altago Plain Southwest is blocked. If you use the Moon-Reading Bell in front of the crest at this location, the blocked path will open.

Monster Data

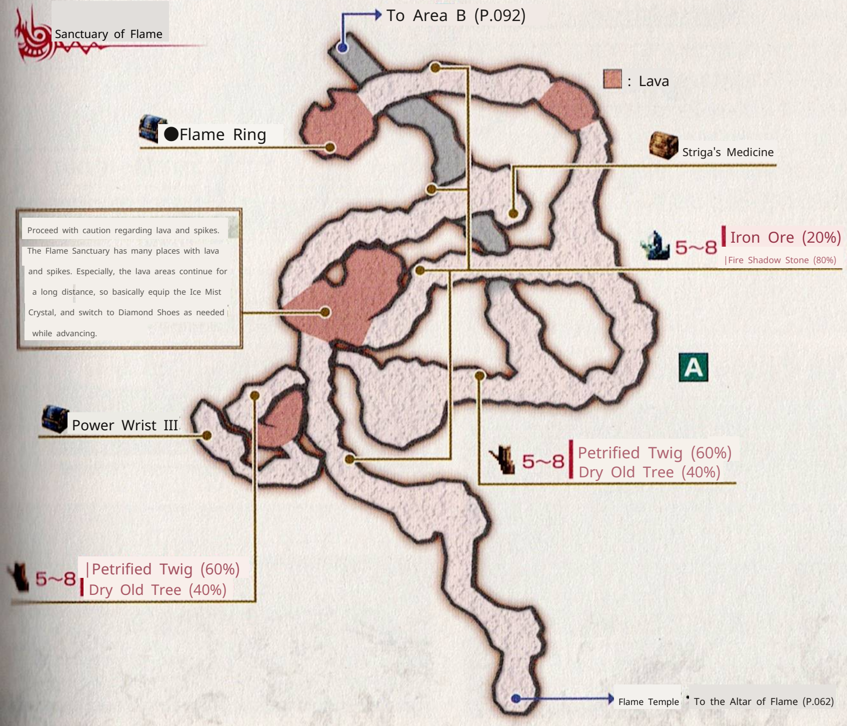
[No. 14 Loral HP 1140 Weakness 斬
Materials: Striga Leaf (55%), Striga Seed (16%), Beast Fang (27%)

No. 75 Veda HP 789 Weakness: Ranged
Materials: Striga Leaf (62%), Striga Seed (18%), Beast Feather (18%)

No. 78 Ivy HP 1570 Weakness —
Materials Beast Fang (50%), Beast Coarse Hair (25%), Earth Spirit Stone (25%)

No.79 Kurwaider HP 2210 Weakness —
Materials Beast Hair (76%), Beast Coarse Hair (23%)

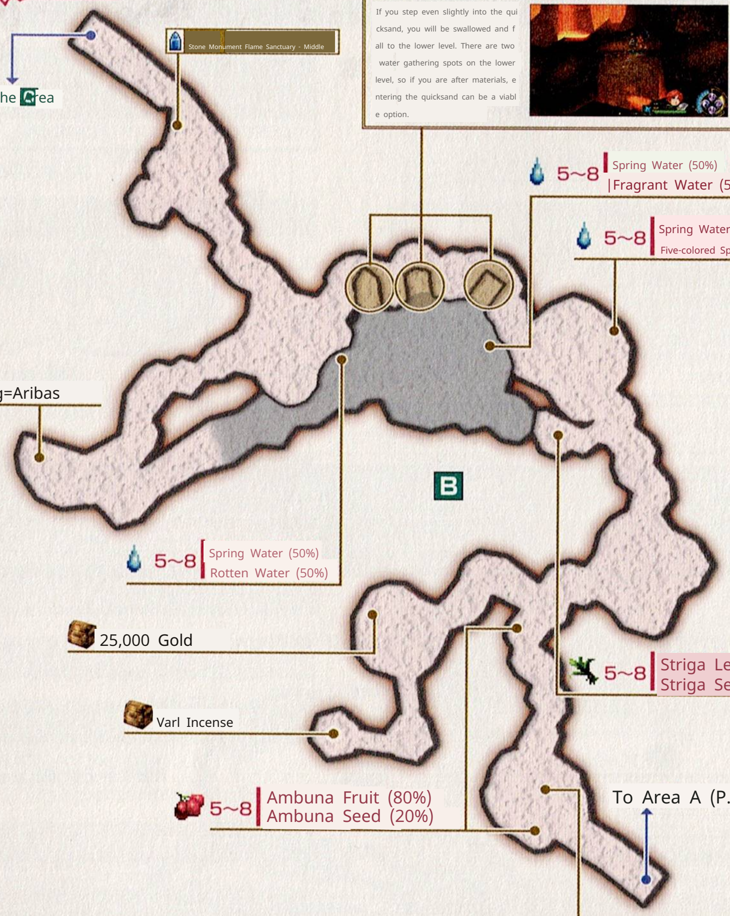
Sanctuary of Flame



Proceed with caution regarding lava and spikes.

The Flame Sanctuary has many places with lava and spikes. Especially, the lava areas continue for a long distance, so basically equip the Ice Mist Crystal, and switch to Diamond Shoes as needed while advancing.

Sanctuary of Flame



If swallowed by quicksand, you fall down

If you step even slightly into the quicksand, you will be swallowed and fall to the lower level. There are two water gathering spots on the lower level, so if you are after materials, entering the quicksand can be a viable option.

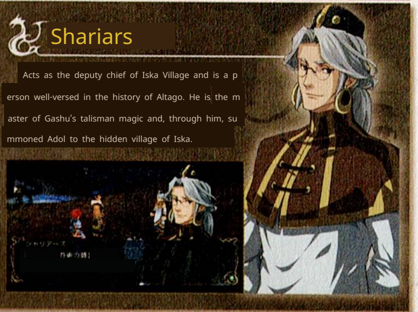
Beware of lava that erupts periodically

Beyond this point, there are many places where lava erupts from cracks in the ground. The lava erupts at regular intervals, so watch the timing carefully and proceed to avoid taking damage.

Sub Character Introduction 6

Shariars

Acts as the deputy chief of Iska Village and is a person well-versed in the history of Altago. He is the master of Gashu's talisman magic and, through him, summoned Adol to the hidden village of Iska.



Monster Data

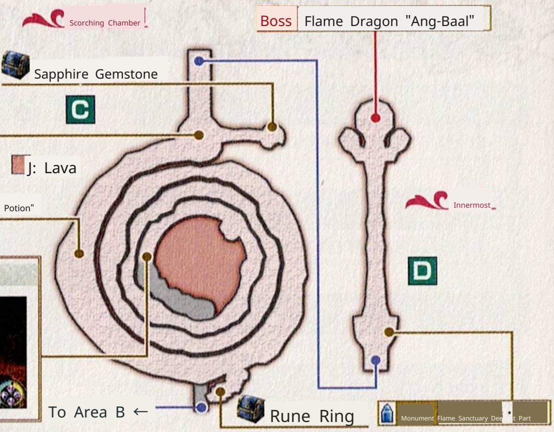
No. 82 Balmuticar HP 1370 Weakness: Ranged
Material Fire Shadow Stone (100%)

No. 83 Selmouse HP 2530 Weakness: Blunt
Materials: Beast Thick Skin (62%), Beast Spine (18%), Beast Large Bone (18%)

No. 84 Seinac HP 3100 Weakness —
Material Beast's Hard Skin (55%), Beast Claw (27%), Beast Bone (16%)

Return once and safely obtain the treasure chest.

The two treasure chests containing accessories can be obtained even if you proceed to the deepest part once and then return. In this case, a gigantic monster will not appear, so you can obtain them safely. Also, when acquiring the Rune Ring, equip the Ice Mist Crystal that allows movement over lava.



Let's escape from the giant monster

When escaping from monsters, you cannot perform displacement, and if you are delayed, you will receive heavy damage, so be careful. There are spikes in the passage, so if you equip Diamond Shoes, you can focus on escaping.

Boss Strategy

No.129 Flame Dragon <Ang=Barl>

Circle around to the side of the boss and attack its legs. The area where you fight the Flame Dragon "Ang=Barl" has molten lava flowing everywhere, so equip the Ice Mist Crystal before challenging it. Also, since you are prone to the burn status effect, equip the Asbestos Scarf accessory. It is recommended to move to the side of the boss's front legs while attacking, as this makes it easier to avoid dangerous attacks like charges. However, tail attacks become easier to get hit by, so when you see the preparatory movement, either move toward the head or guard at the right timing to block the attack. When you deal a certain amount of damage to the boss, it will be engulfed in flames, increasing its attack power, so focus on evading and wait for it to return to normal before resuming your attacks.

Boss Data

Lv H[redacted]STR D[redacted]DEX AGI	Stun	[redacted]loat			
39 90900 502 307 60 88				B	×

Attack to Watch Out For 1

Omnidirectional Flame Attack

It slams its front legs twice to erupt lava within the area, and finally the entire map is engulfed in flames causing damage. If you fall into the hole where lava has erupted, you can avoid the flame attack.

Attacks to Watch Out For 2

Charge

After scratching the ground with its right front leg, it charges toward you. It hits multiple times in succession, causing significant damage. Move around to the side to avoid the attack.

Attack to Watch Out For 3

Tail Attack

Immediately after twisting its head sideways, it sweeps a wide area with its tail. It uses this often when you are on its side or behind. Since it moves its tail in the direction its head faces, move to the opposite side.

It is easier to avoid when moving.

Attack to Watch Out For 4

Circle Fire

It jumps high and creates a circle of flames centered on the landing spot that causes damage if touched. Focus on evading until the flames disappear. It is safe to escape by running widely around the outer edge.

System Explanation
Story Walkthrough
Data Analysis
Chapter7 Three Sacred Grounds

Chapter 7C (Wind Sanctuary Route) Event Flowchart

7C-1 Cave Passage

- Use the Moonlit Bell in front of the Crest

7C-2 Moonshadow Path

- Use the Moonlit Bell in front of the Crest

7C-3 Kairos Valley - Northwest Area

7C-4 Kairos Village

A battle occurs with three Loud Faction Dragon Knights assaulting the villagers.

7C-5 Wind Sanctuary

- Examine the Wind Altar.

7C-6 Wind Sanctuary

- Proceed deeper to meet the Wind Dragon
- Riding the giant bird statue triggers a battle with Rioforga

Boss Wind Dragon "Mu=Anti"

Obtain Wind Secret Stone

- Clear the remaining sanctuaries and head to Iska's Hidden Village

To Chapter 8 P.102

Check! The route is the same as the Flame Sanctuary route up to a certain point.

Proceeding through the wilderness to the Cave Passage is the same as the Flame Sanctuary route. If you have already cleared the Flame Sanctuary, it is recommended to teleport to the monument before the Cave Passage and continue from there.

The interior of the Cave Passage differs from the Flame Sanctuary route. Aim for the location with the emblem within the Cave Passage.

Check! Defeat the Loud Faction Dragon Knights!

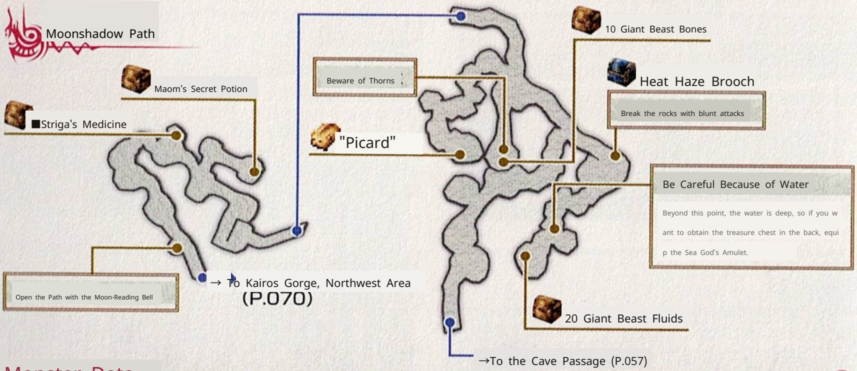
The three Loud Faction Dragon Knights move quickly, so it is best to focus attacks on one at a time to reduce their numbers. They generally attack after closing in, so use ranged attacks to maintain distance while dealing damage.

Enabling the use of EXTRA Skills in battles until arriving at Kairos Village makes fighting easier.

Monster Data

No.	87 Loud Faction Dragon Knight		Stun E
Lv	40 HP	4610	Float

Map Strategy

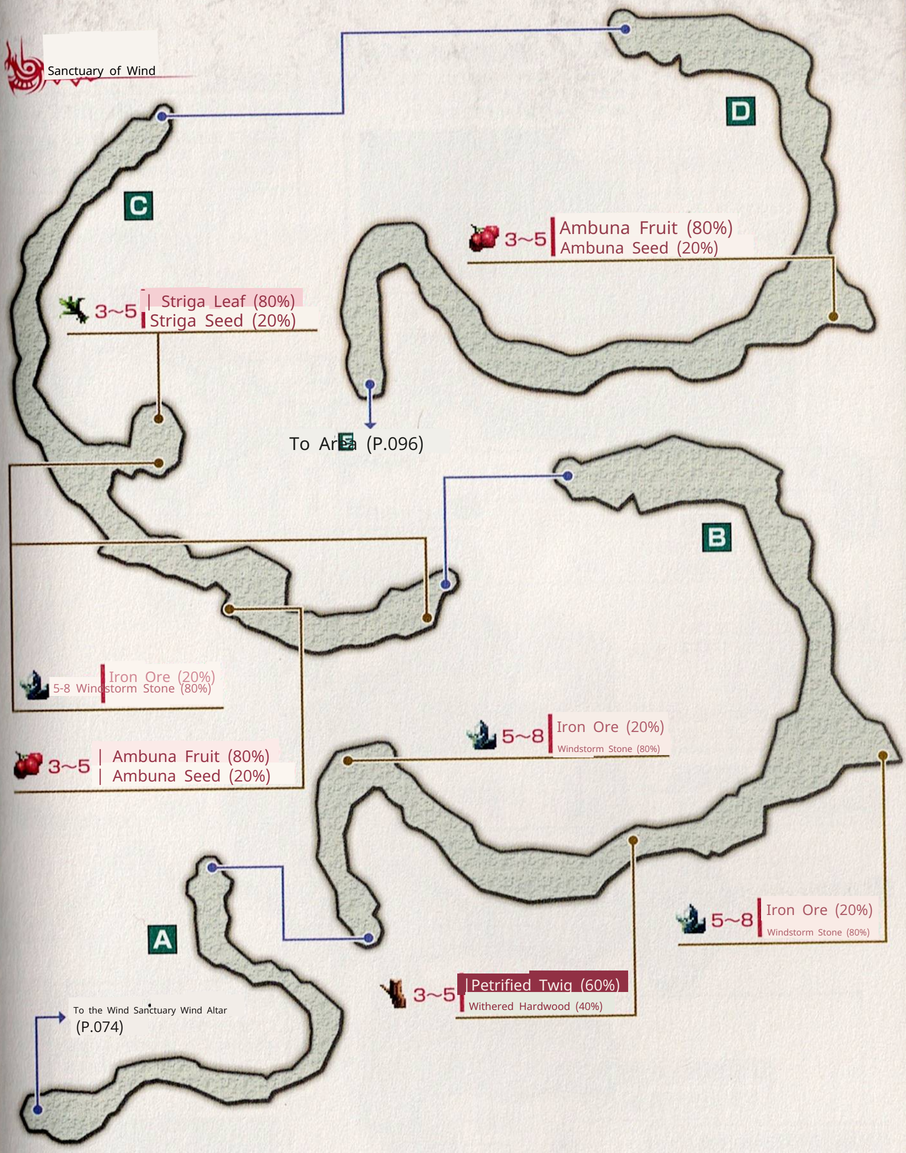


Monster Data

No. 85 Salty=Roar HP 1730 Weakness —
Materials Beast Shell (62%), Beast Bone Fragment (18%), Mudstone (12%), Black Stone (6%)

No. 86 Isalty HP 4660 Weakness —
Materials Giant Beast Bone (50%), Beast Shell (25%), Giant Beast Spine (25%)

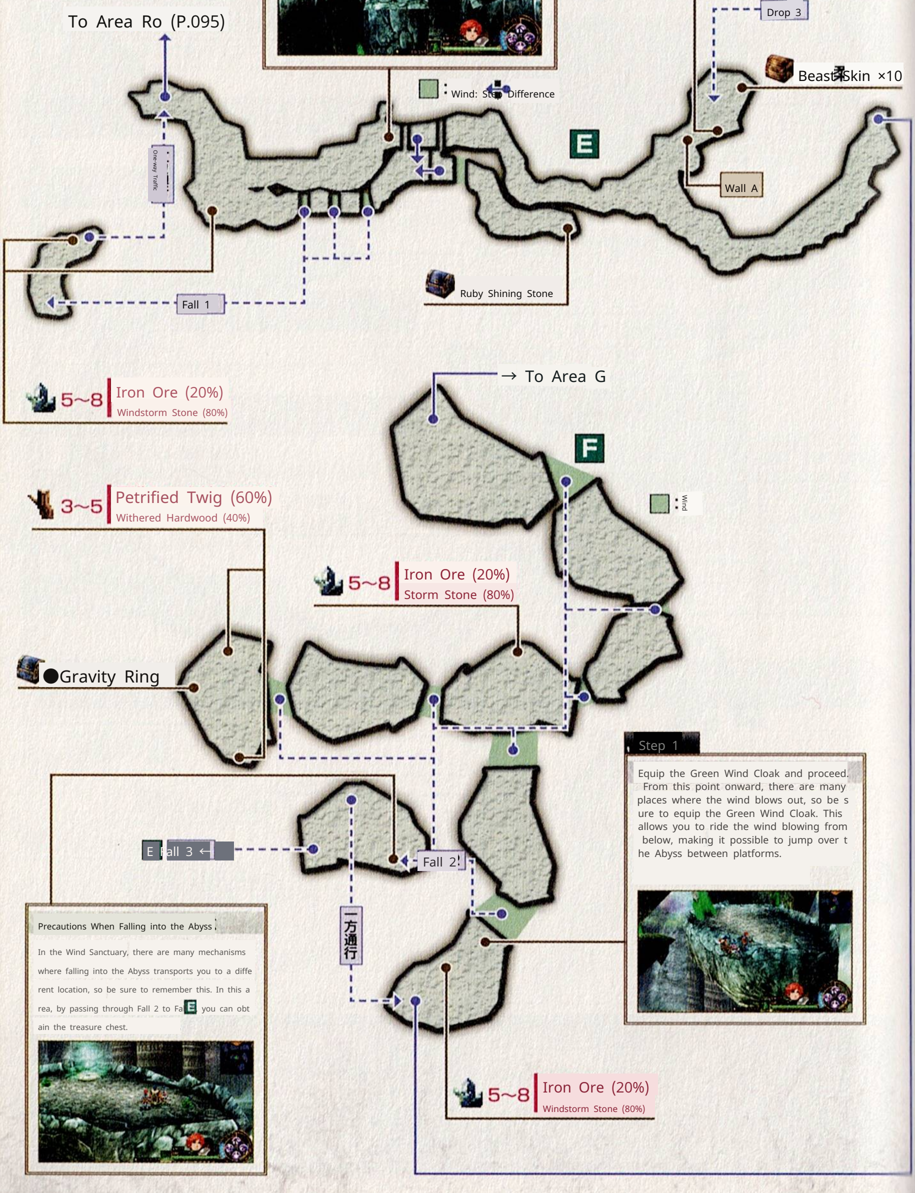
Sanctuary of Wind



Monster Data

No.	Name	HP	Weakness	Materials
88	Listeri	1[illegible]40		Windstorm Stone (76%), Iron Ore (23%)
89	Risetikar	1230	Ranged	Windstorm Stone (100%)
90	Handel	1700	Strike	Iron Ore (71%), Wind Cloud Stone (21%), White Stone (7%)
91	Cruessel	2220		Thick Skin (41%), Beast Thin Skin (25%), Beast Large Bone (12%), Beast Horn (20%)
92	Riokarp	2310	Ranged	Feathers (55%), Beast Feathers (16%), Beast Fangs (27%)
93	Listeries	3930		Windstorm Stone (71%), Iron Ore (21%), Beast Body Fluid (7%)

Sanctuary of Wind



Wind blows out from under the footing

At this location, proceed by dodging and jumping over the holes.
Wind blows out from the holes leading to the lower floor, so equipping the Green Wind Cloak makes it easier to jump over.

Switch A

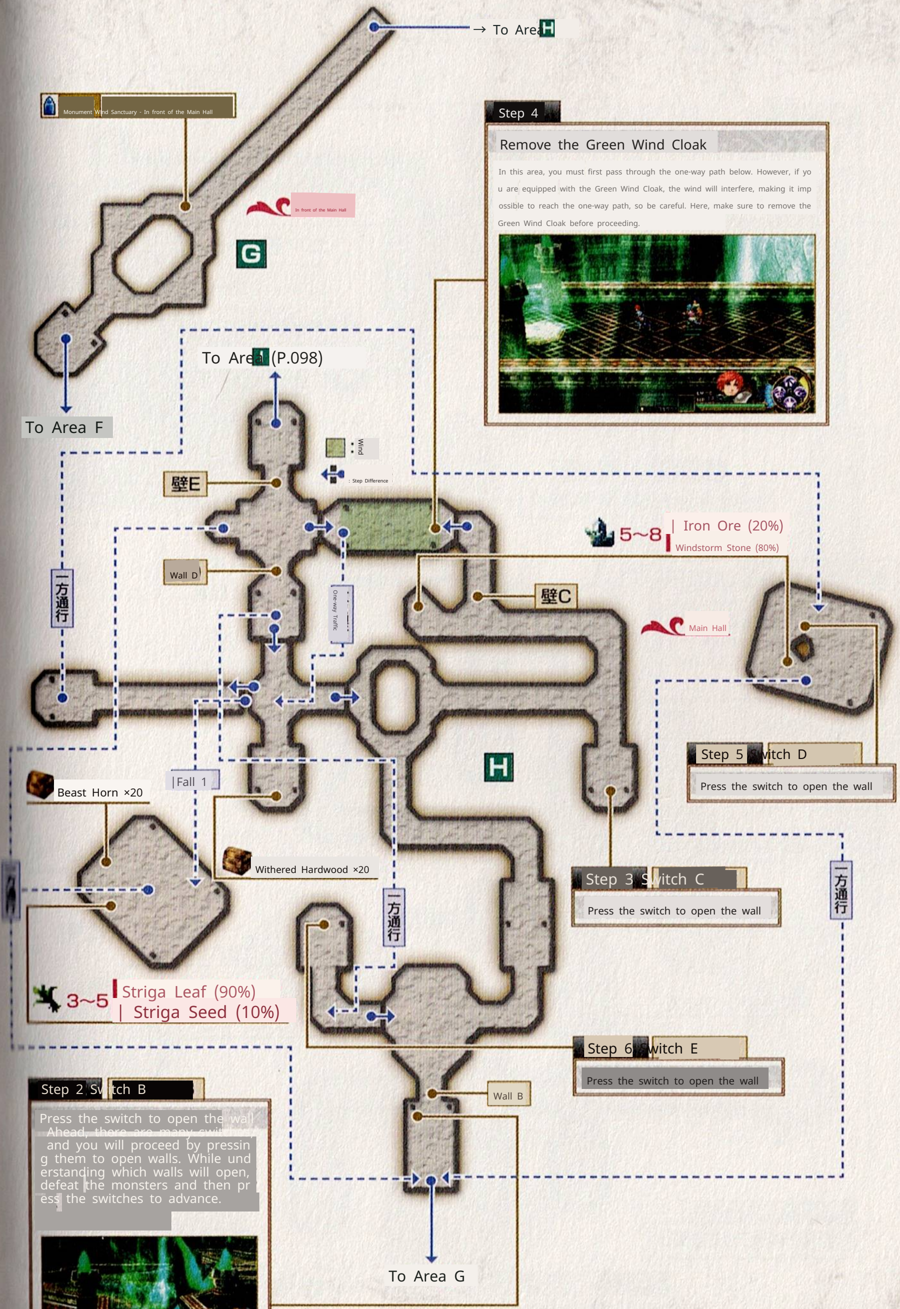
Press the switch to open the wall and return. If you fall from Drop 3 of F, you can obtain the treasure chest located here. Press the nearby Switch A to open Wall A, then return to F.

Step 1

Equip the Green Wind Cloak and proceed. From this point onward, there are many places where the wind blows out, so be sure to equip the Green Wind Cloak. This allows you to ride the wind blowing from below, making it possible to jump over the Abyss between platforms.

Precautions When Falling into the Abyss

In the Wind Sanctuary, there are many mechanisms where falling into the Abyss transports you to a different location, so be sure to remember this. In this area, by passing through Fall 2 to Fall E you can obtain the treasure chest.



Step 4

Remove the Green Wind Cloak

In this area, you must first pass through the one-way path below. However, if you are equipped with the Green Wind Cloak, the wind will interfere, making it impossible to reach the one-way path, so be careful. Here, make sure to remove the Green Wind Cloak before proceeding.

Step 5 Switch D

Press the switch to open the wall

Step 3 Switch C

Press the switch to open the wall

Step 6 Switch E

Press the switch to open the wall

Step 2 Switch B

Press the switch to open the wall. Ahead, there are many swit and you will proceed by pressing them to open walls. While understanding which walls will open, defeat the monsters and then press the switches to advance.

Sanctuary of Wind

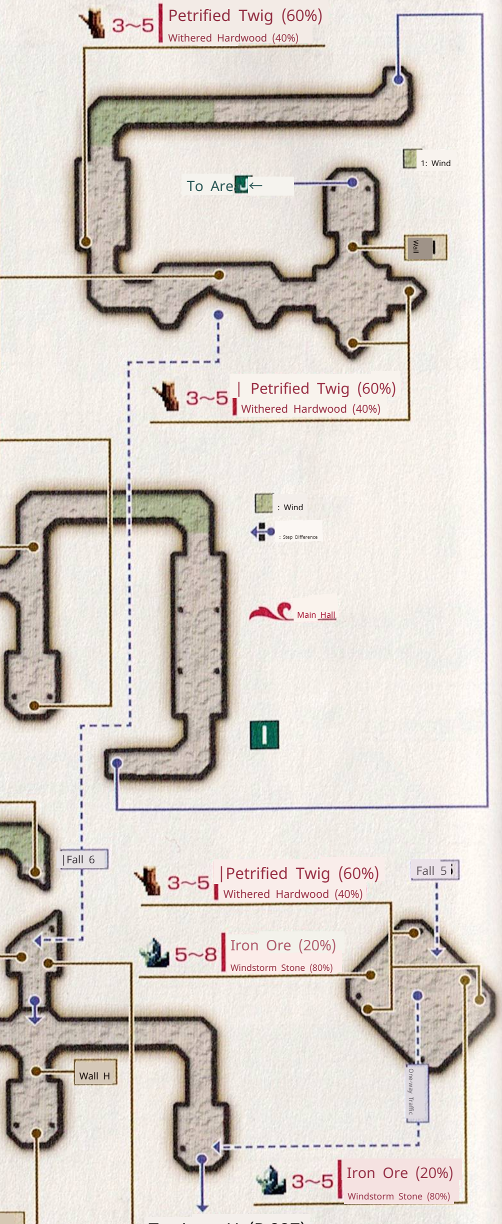
Step 9

Fall into the Abyss and proceed to the location with Switch. To reach the location of Switch H, which is Step 10, you must move from Fall 6. By falling into the Abyss from this passage, you can reach the place where Switch H and the treasure chest containing the Vitality Belt III are located.

Step 8 Switch G

Press the switch to open the wall

Be careful of wind blowing from the side. From this point onward, there are places where wind blows not only from below but also from the side. When equipped with the Green Wind Cloak, the wind's effect makes it difficult to advance, so remove it before proceeding.



Step 7 Switch F

Press the switch to open the wall

Step 11 Switch!

Press the switch to open the wall

Step 10 Switch H

Press the switch to open the wall

Step 14 Switch M

Press the switch to open the wall

Step 13 Switch L

Press the switch to open the wall

Let's get the treasure chest in the back.

To get the treasure chest in the back, use Drop 9. However, after obtaining the treasure chest, you will pass through Drop 10, which will return you to the starting point of J.

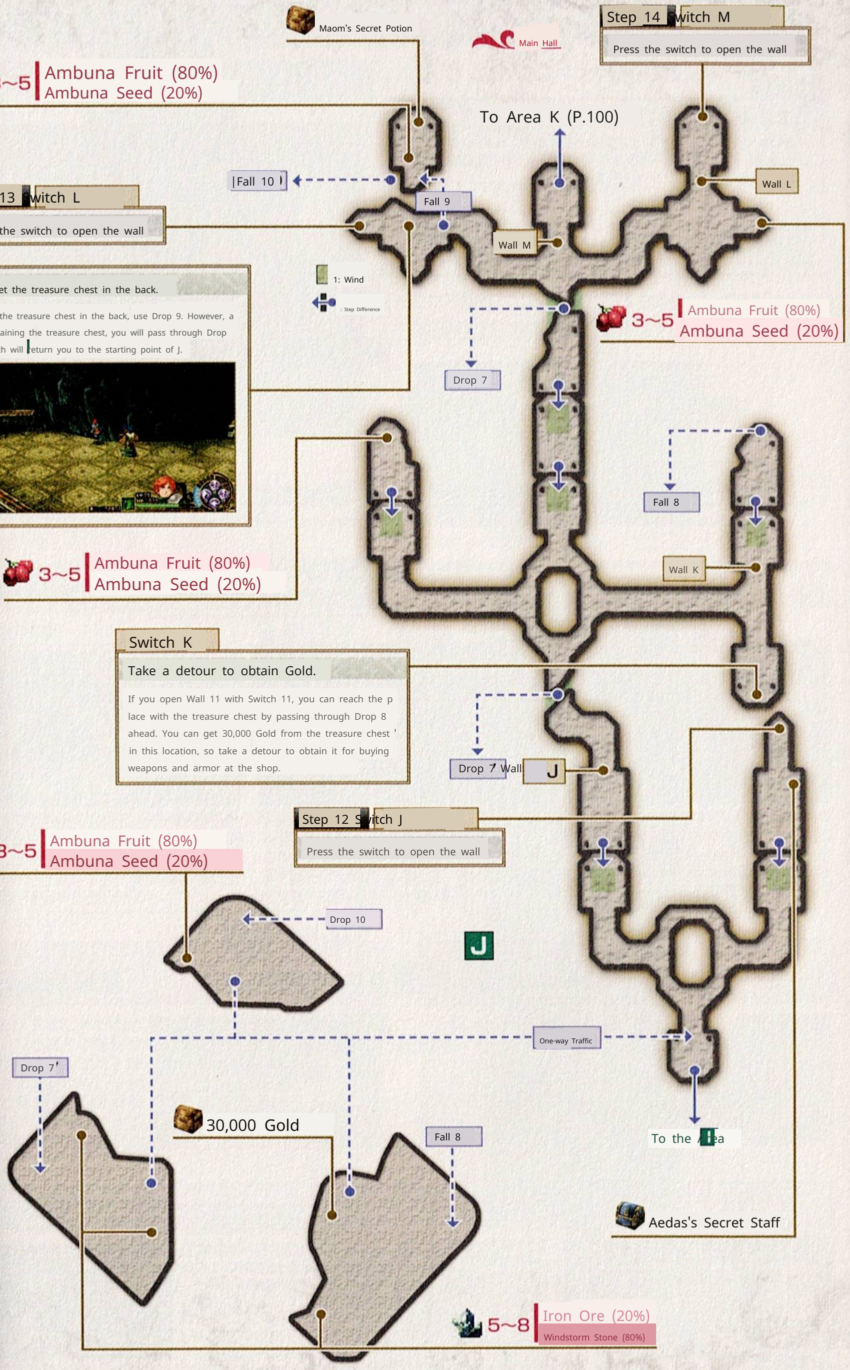
Switch K

Take a detour to obtain Gold.

If you open Wall 11 with Switch 11, you can reach the place with the treasure chest by passing through Drop 8 ahead. You can get 30,000 Gold from the treasure chest in this location, so take a detour to obtain it for buying weapons and armor at the shop.

Step 12 Switch J

Press the switch to open the wall



Sanctuary of Wind

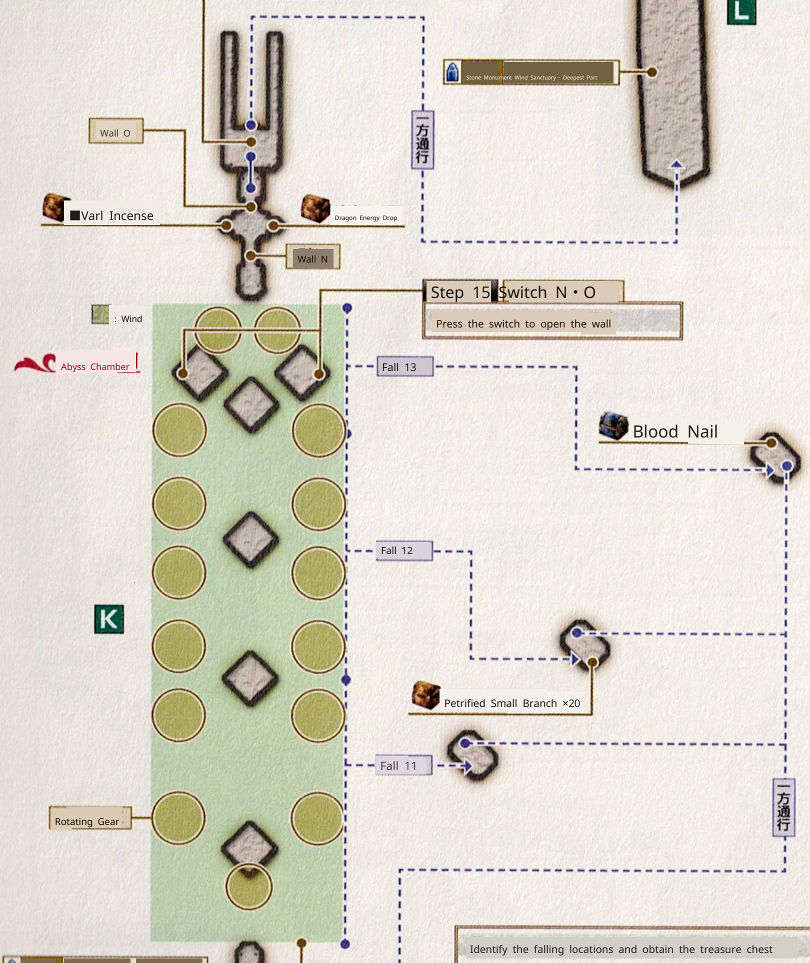
Step 16

Board the Giant Bird Statue and Defeat Riofalga

Boarding the Giant Bird Statue triggers a battle with Riofalga. Riofalga is not that strong, but frequently summons monsters like Lisetica. Since these summons interfere with the battle, prioritize defeating the summoned monsters first.

Monster Data

No. 94	Riofalg	[redacted]		Stun C	[redacted]
Lv	42	HP	27400	No Launch	



To Area J (P.099)

Identify the falling locations and obtain the treasure chest

Equip the Green Wind Cloak ahead and avoid the rotating gears that deal about 5% of your maximum HP as damage upon contact. Also, in this area, the landing point changes depending on where you fall. If you want to obtain the treasure chest, be sure to check your falling position.

Boss Strategy

No.130 Wind Dragon ≪Mu=Anti≫

Boss Data

Lv HP STR DEF DEX AGL Stun Float				[redacted]	[redacted]	[redacted]	[redacted]
43 75100 497 33087 192			[redacted]	[redacted]	[redacted]	B	×

Keep your distance to avoid attacks.

The Wind Dragon ≪Mu=Anti≫ inflicts three types of s tatus ailments: poison, confusion, and curse. Among thes e, confusion is particularly threatening as it hinders mov ement and evasion, so equip the Rune Pierce beforehan d before challenging it. Fighting up close makes you vul nerable to omnidirectional shockwaves, so maintain dista nce and fight using Siglune or Myshella, who can attack from afar. Observe the boss's preparatory movements an d launch attacks accordingly. If you cannot evade in time by moving, use guard to cope with the attacks.

◆Elk's EXTR

If it's an A Skill, then Wave

Dodge the laser

It is also possible.

Boss Action Patterns

1 Walking State

⬆It emits shockwaves around itself and launches a wide-area attack. When damage is dealt, its belly swells, and once it reaches a certain size, it transi tions to the flying state. Additionally, it may transiti on to the flying state over time.

2 Flying State

⬆It attacks using its drooping tail, so aim for the tail to deal damage as well. After a certain amou nt of time passes or a certain amount of damage i s dealt, the belly will swell to its maximum size an d then proceed to the next action.

3 RUSH Attack State

It attacks in the order of Wave Laser → suction attack. After performing these attacks, it returns to a walking state. This state is also entered af ter the preparatory action of inhaling breath → spinning and charging.

Attack to Watch Out For 1

Omnidirectional Shockwave

It jumps and releases shockwav es that deal damage in four directi ons, as well as a yellow shockwav e that staggers all around. When y ou see the jump, use evasion to k eep distance from the boss and a void the shockwaves.

Attack to Watch Out For 2

Suction Attack

Immediately after the Wave La ser, it charges forward, sucking in allies to inflict damage and poiso n status, while also restoring the boss's HP. Allies who are sucked i n either attack the boss or are rel eased after a period of time.

RUSH Wave Laser

RUSH Activation Condition: After Flight State Display Time: 4 seconds Cancel Damage: 15020 Cooldown Time —

|Data Notes: Suction attack is performed immediately after RUSH attack

The boss opens its abdomen fully and fires a Wave Laser. It aligns it s direction toward the controlled Character, so the farther you are from the boss, the harder it is to evade. It is almost impossible to deal dama ge to the boss to cancel this attack, so keep your attacks moderate and move behind the boss to prepare for the Wave Laser. As long as you move to its back, it is easier to avoid both the Wave Laser and the sucti on attack that follows immediately afterward.

Chapter 8

Sanctuary of the Sea

Adol and his companions visited three sanctuaries and received the Secret Stones, the source of the dragons' power. To search for clues about the remaining Sea and Moon Sanctuaries, they once again visited the Shariers of Iska's Hidden Village, but...

Postpone equipping Adol and Aisha

After departing from the hidden village of Iska and uncovering the cause of the incident in Altago City, the journey continues toward the Sea Sanctuary. At the Sea Sanctuary, powerful equipment for Adol, Dogi, and Aisha can be obtained.

Since powerful equipment can be obtained, there is no need to purchase them at the Altago City shop. Prepare the necessary weapons and armor for characters other than these three before departing.

Chapter 8 Event Flowchart

8-1 Hidden Village of Iska

- Talk with Shariars at the village chief's house
- Head to Altago City

8-2 Altago Plain・Highland → Lakeside → Central East Area Northeast Area

8-3 Altago City

Shop Added: Altago City

離脱 Gash, Elk, Crushe, Maishera, Siglune ・A battle with two Ocloo (P.078) occurs in the Old City ・A battle with Edna Period & two Elfria (P.104) occurs at Altago Port

Entry: Gash

- A battle with Syas occurs in the Audience Chamber of Altago Palace

Joining] Elk, Crushe, Maishera, Aisha

Quest Acceptance Start 17

- Head to the ship at the port

Choice: Select "Depart for Ruins Island"

8-4 Ruins Island

- Head to the Sea Sanctuary

8-5 Edna's Homeland

- Investigate the Sea Altar

8-6 Sea Sanctuary

- Proceed deeper to meet the Sea Dragon

Obtain Steel Claw

Boss Sea Dragon "O=Bayron"

Obtain Sea Secret Stone

- Head to Altago Palace

Chapter9へ ▸P.112

Sub-event Before Heading to Altago City

Until returning from Iska's Hidden Village to Altago City, conversations with characters in each village will change. The relevant characters are Elder Fatima of Shanoa Village, Mustafa of Segram Village, and Maishera's Attendant of Kairos Village, so those interested should check them out.

◆If you set up teleportation to the monument in Altago City in advance, traveling from each village will become easier.

Sub-event: Companions Helping Altago Citizens In Altago

City after the incident, besides the event where the Zanzibar Trading Company breaks in, there are also events where companions who left the party rescue citizens. Additionally, after Aisha joins the party, if you include the companions responsible for the rescue in your party and talk to the citizens, they will express their gratitude.

◆ There are also conversation events with Maya suffering from Isca Fever, and with Draizen and Sigrun who were injured in the incident.

Check! Teleportation becomes available on Ruins Island!

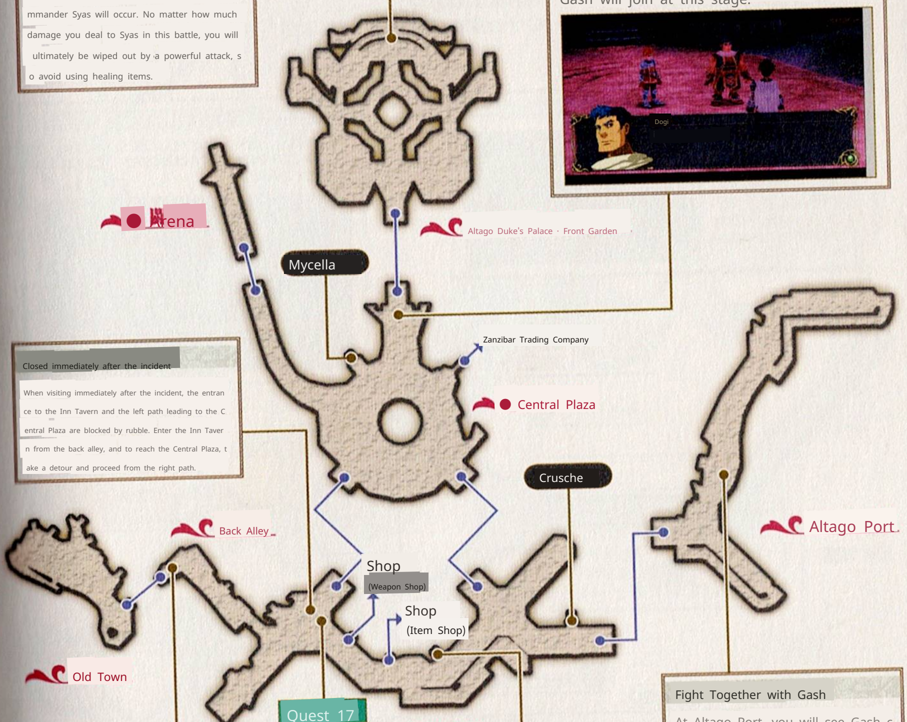
After arriving at Ruins Island, it is discovered that displacement using the Flame Mark can be utilized. If you use displacement at this stage, you can move to the monument located deep within Ruins Island, so be sure to remember this.

Map Strategy

Altago City (After the Incident)

The battle with Syas cannot be won. When you advance to the back of Altago Duke's Palace, a battle with the traitorous Thousand Dragon Commander Syas will occur. No matter how much damage you deal to Syas in this battle, you will ultimately be wiped out by a powerful attack, so avoid using healing items.

To investigate the cause of the incident, proceed to Altago Duke's Palace.
After helping Maya in the Old Town, you will advance to Altago Duke's Palace.
If you have not stopped by Altago Port and Gash has not joined,
Gash will join at this stage.



Closed immediately after the incident

When visiting immediately after the incident, the entrance to the Inn Tavern and the left path leading to the Central Plaza are blocked by rubble. Enter the Inn Tavern from the back alley, and to reach the Central Plaza, take a detour and proceed from the right path.

Fight Together with Gash

At Altago Port, you will see Gash confronting monsters. Immediately after, a battle with Edna Period & two Elfria takes place, and upon victory, Gash joins the party. Note that you can proceed without stopping by Altago Port.

Save Maya from the Monsters!

First, when you advance to the Old City, Maya is about to be attacked by monsters. Here, a battle with two Oculu occurs, but it is not very difficult.

Sub-Character Introduction 7

Yue

Gash commands this artificial spirit who freely controls the power of fire. She has a bright and innocent personality but also has a whimsical side.

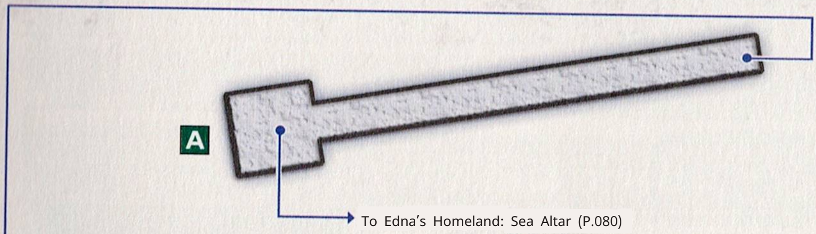
Sera Gash

commands this artificial spirit who freely controls the power of lightning. She is strict and serious, and faithfully carries out Gash's missions.

Kisa

Gash commands an artificial spirit that freely controls the power of water. When it sees rude humans, it immediately takes a mocking attitude.

Sanctuary of the Sea



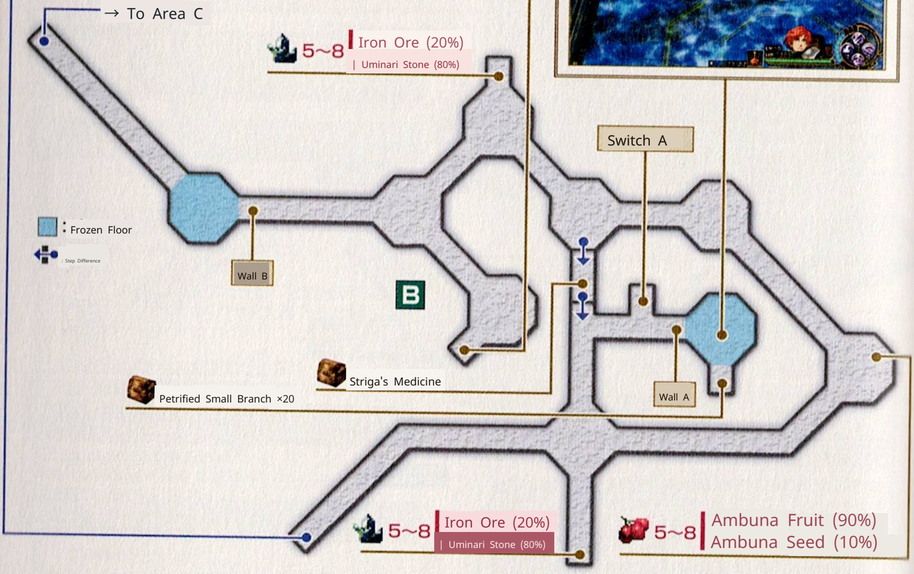
Step 1 Switch B

Press the switch to move the wall

When you stand on it, it activates, and Wall 2 that was blocking the passage moves, allowing you to pass through. Proceed along this passage and head toward C. By the way, beyond Wall 1, which is also moved by a switch, you can obtain a treasure chest.

The frozen floor is very slippery

In the Sea Sanctuary, there is a unique feature: the frozen floor. The frozen floor is slippery and causes inertia, so be careful when controlling your movements.



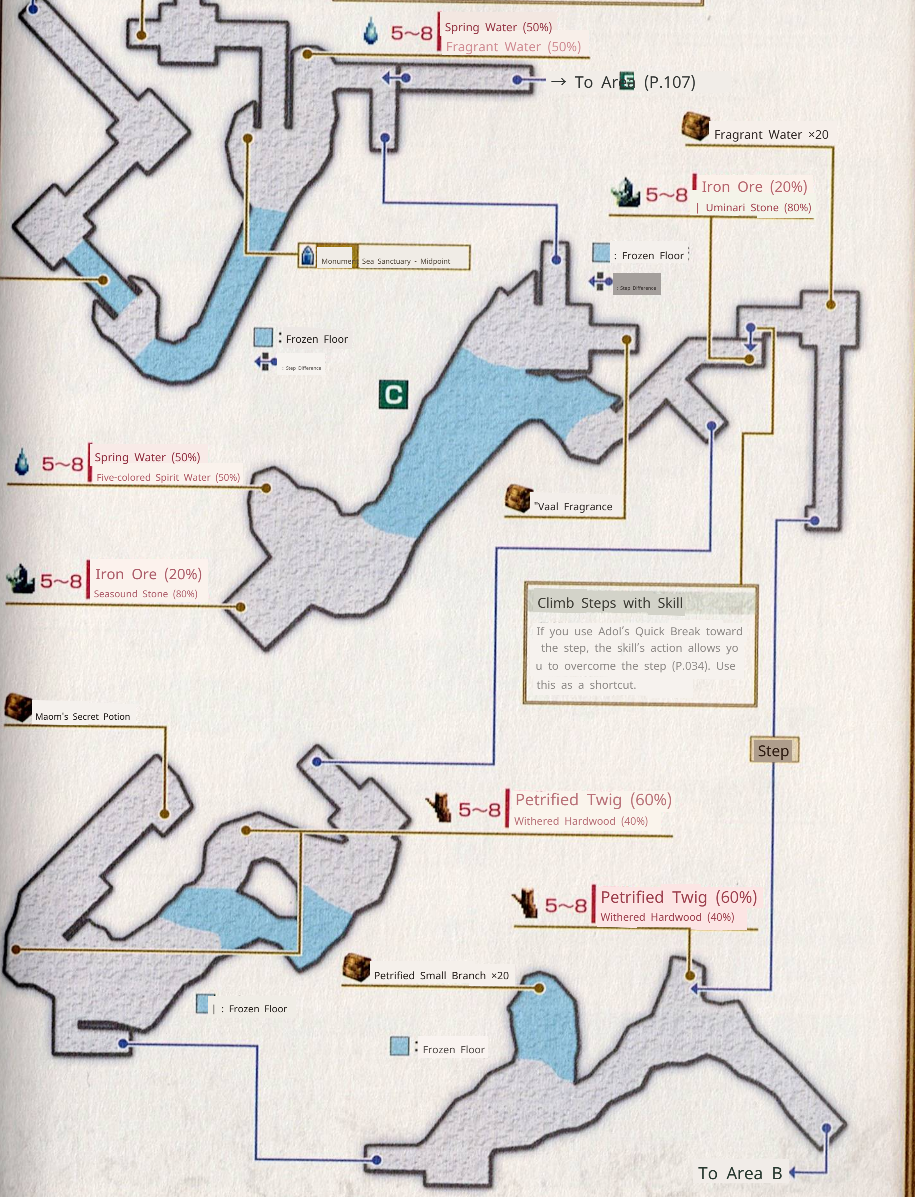
Monster Data

No.	Name	HP	Weakness	Material
95	Rapredicar	1290	Projectile	Uminari Stone (100%)
96	Elfria	1570	Blunt	Beast Shell (76%), Beast Bone (23%)
97	Edna Period	4260	—	Beast Shell (55%), Sea Roar Stone (16%), Beast Claw (27%)
98	Shirarints	1840	—	Beast Scale (66%), Beast Horn (33%)
99	Spircry	2310	Slash	Beast Scale (66%), Beast Fang (33%)
100	Werk	2080	Slash	Beast Soft Skin (66%), Beast Spine (33%)

Step 5

Climb the frozen slope with Steel Claws

This place is a frozen slope and at first, you cannot proceed because you slip. If you equip the Steel Claws obtained in Step 4, you will no longer slip, so you can proceed to F.



Climb Steps with Skill

If you use Adol's Quick Break toward the step, the skill's action allows you to overcome the step (P.034). Use this as a shortcut.

Sanctuary of the Sea

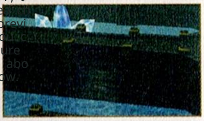
Switch D

Move the Floor to Raise the Water Level and Obtain the Treasure Chest

When you press the switch, Movable Floor D moves and the water level in the nearby area rises. You can reach the treasure chest containing Aisha's weapon, Albatross, so be sure to obtain it.

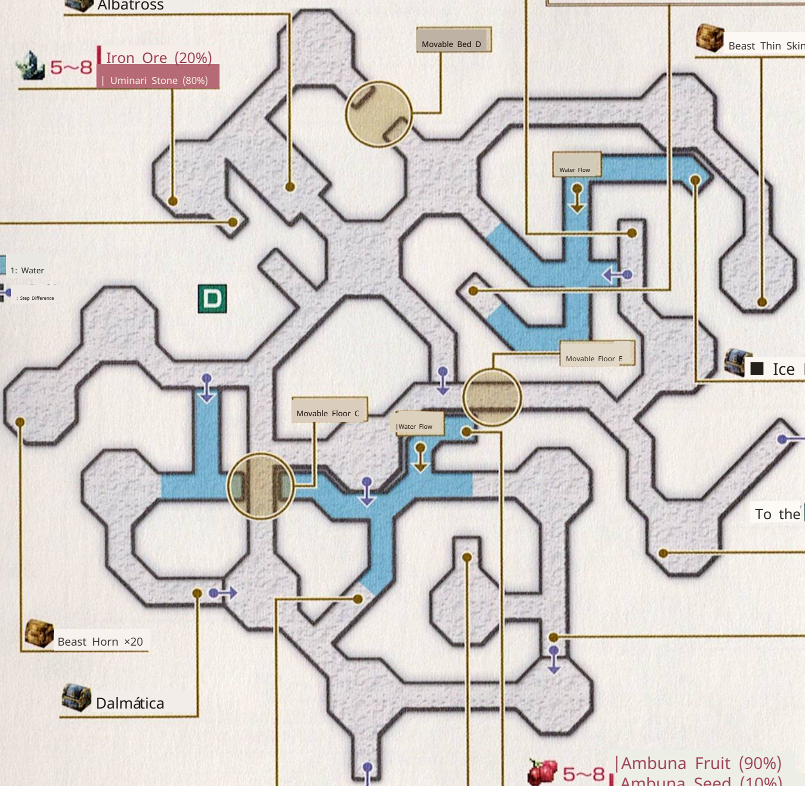
Switch F

Press the switch to stop the water flow. When you press Switch F, the two water flows in this area change, allowing you to access previously unreachable locations. You can reach and obtain the treasure chests containing the Ice Ring above and the Shiden Ring II below.



Step 3 Switch E

Press the switch to move Movable Floor E



Enter and proceed through the underwater passage

Beyond this point, the water level rises, and you will dive underwater to proceed through the passage. Therefore, in these areas, equip the Sea God's Talisman just like in Edna's homeland and advance.

Step 2 Switch C

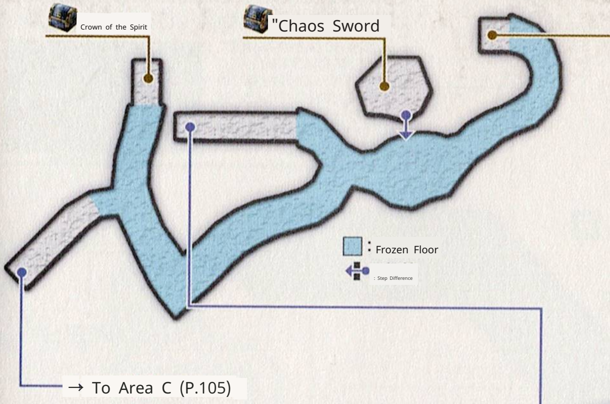
Press the switch to move the movable floor C

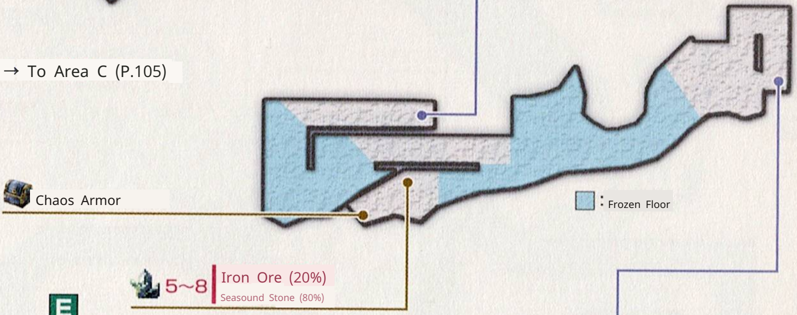
Stepping on the switch C at this location moves the movable floor C. This causes the passage, which was previously interrupted and prevented progress to the upper side of the map, to become accessible by crossing over the bridge.

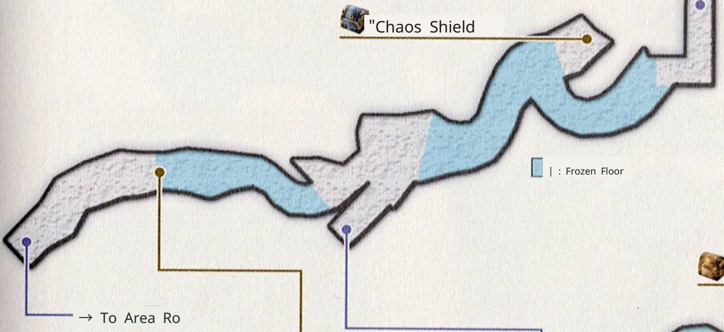
Step 4 Steel Claws

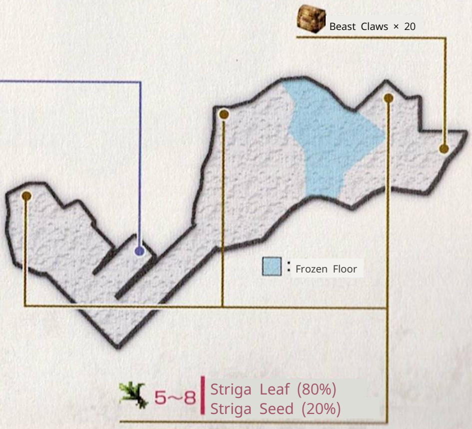
Equip the Steel Claws

When you equip the Steel Claws obtained from a treasure chest, you will no longer slip when walking on frozen floors. This allows you to cli mb frozen slopes, so let's return to point C. If you struggled with the frozen passage and mis sed the treasure chest containing Adol's equipm ent, it is recommended to equip the Steel Claw s before obtaining it.







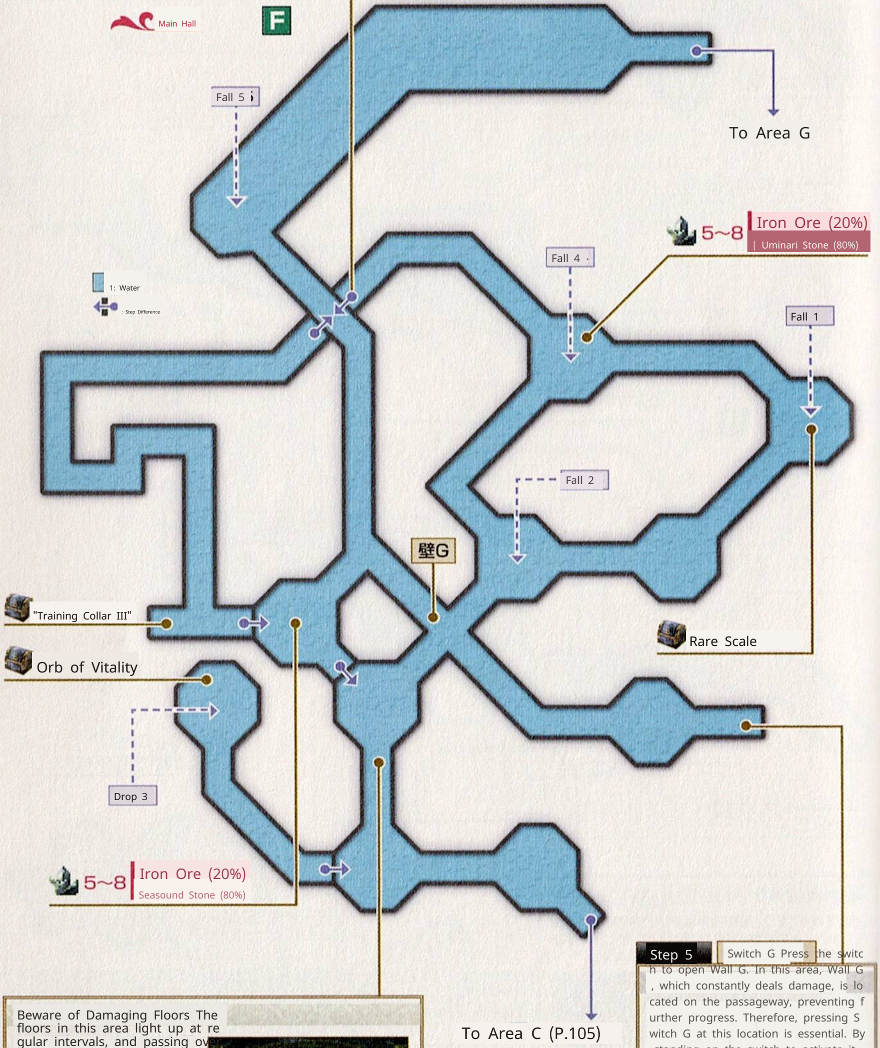


Proceed across the frozen floor

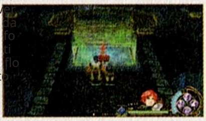
The passage is frozen, and if you misstep, you will fall to the lower level. There is a tr easure chest containing Steel Claws on the upper level, so those who are not confident should leave other treasure chests for later and proceed.

Sanctuary of the Sea

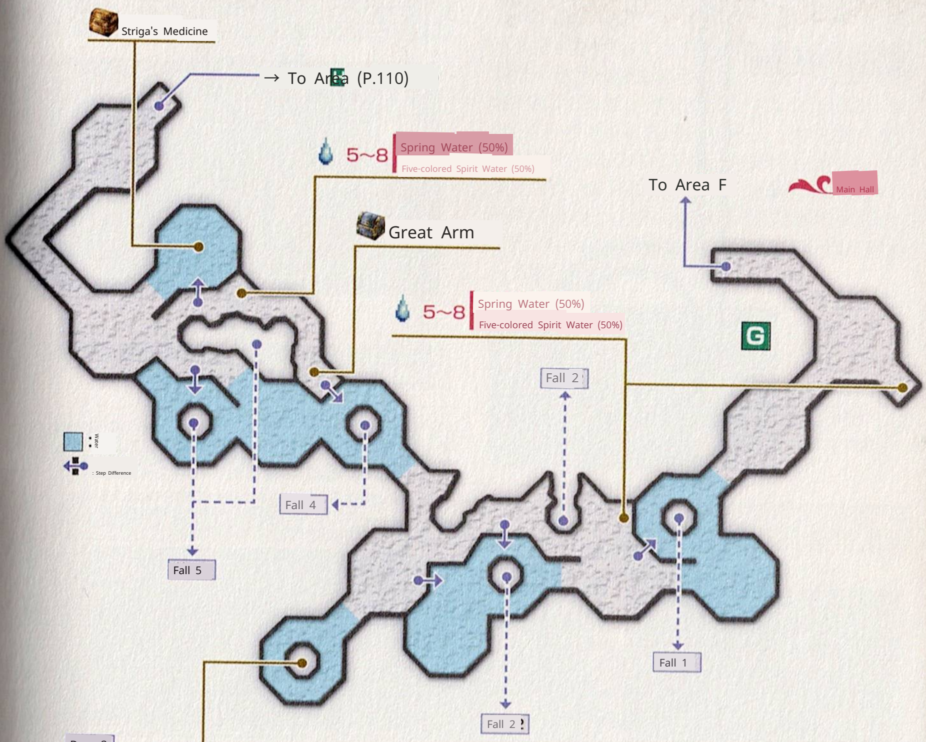
Use Evasion to Jump Over the Ste p There is a step dividing the pass age, making it impossible to cross by walking. Here, use evasion to ju mp over the step and obtain the t reasure chest beyond. Since the da maging floor continues for a long distance along the way, use evasio n here as well to move quickly.



Beware of Damaging Floors The floors in this area light up at re gular intervals, and passing ov them at that time will cause mage. This is a common trap und on passages, so carefully me your movement when the or is not lit and use evasion t dash through quickly.



Step 5 Switch G Press the switc h to open Wall G. In this area, Wall G , which constantly deals damage, is lo cated on the passageway, preventing f urther progress. Therefore, pressing S witch G at this location is essential. By standing on the switch to activate it, the Wall G blocking the passage will d isappear. This allows access to the up per side of the map, so proceed throu gh the passage aiming for G.



Drop 3

Fall down and obtain the treasure chest

The holes where you fall at specific locations in F generally have no benefit. However, only this hole allows access to the treasure chest containing the Spirit Orb located at the lower left of F.

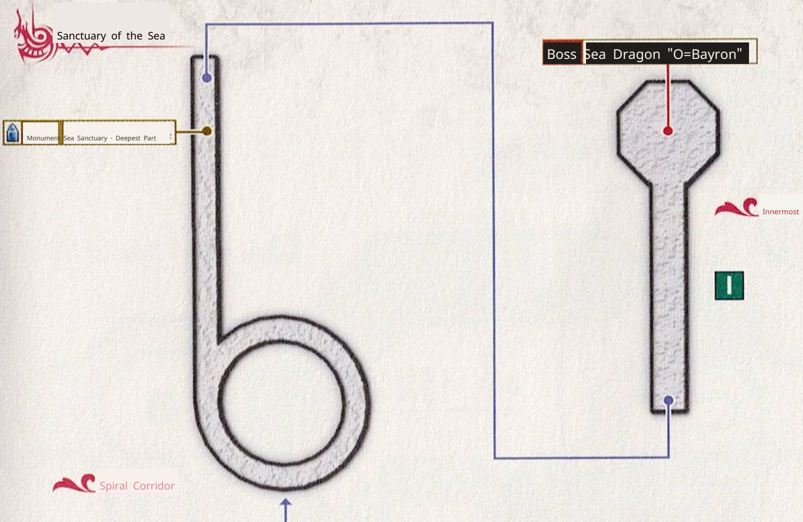
When passing beside a hole, fall Proceed carefully to avoid this.

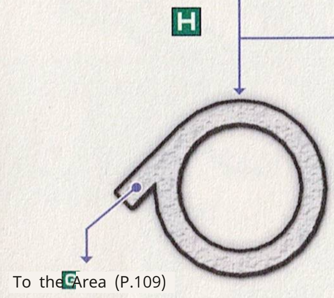
Let's collect the Five-colored Spirit Water

At the three gathering spots in area G, there is a 50% chance to obtain the Five-colored Spirit Water. This material is necessary for creating the secret potions that can be synthesized in Quest ⑩. Although a total of 50 pieces of Five-colored Spirit Water are consumed to synthesize the five types of secret potions, it is relatively easy to collect them in this area where you can visit all three gathering spots together. Move between the gathering spots at regular intervals to collect the required amount.

Accessory of Fortune

If you equip the Medal of Luck and gather, you will definitely obtain the Five-colored Spirit Water.





Let's proceed through the spiral-shaped passage

This passage is a single path that forms a circle, with many Verks wandering around. After advancing a certain distance from the passage at H, the map switches to I, one leading to the innermost area.

Let's earn materials and money in Velk

Spiral Corridor H can be visited immediately after teleporting to the Sea Sanctuary's innermost area, where a total of 12 relatively easy-to-defeat Verks appear. Once all Verks are defeated, simply switch the area and return to respawn them, making it ideal for farming character experience and skill experience. Additionally, money and some materials (Beast Soft Hide & Beast Spine) can be efficiently farmed, so use it according to your respective goals.

◆Verk's weakness is slashing, so including Gash or Elk in battle allows for efficient defeat.

Sub Character Introduction 8

Syas (Black Robe)

He betrayed the Altago Principality and now serves his original master, Tialna. Clad in jet-black robes, he possesses strength that surpasses Dryzen, who was considered the strongest in Altago, as well as Adol and his companions.

Sub Character Introduction Extra Edition 2

Ernst

He is Gash's older brother who appeared in Ys VI and fought against Adol and his companions. In this work, Gash frequently refers to him as "brother," and he is also the original owner of the three artificial spirits that Gash commands.

Boss Strategy

No.131 Sea Dragon "O=Bayron"

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
47	106000	503	385	80	127	AA	×

Monster Data

No.	101 Seadamlin	Stun	B
Lv	HP 1840	Float	◎

Change characters at each stage

In the battle against the sea dragon "O=Bayron," there is a possibility of receiving the frozen status abnormality, so if you have the accessory "Scorching Eye," you should equip it. The boss fight is broadly divided into the first stage, where multiple parts must be destroyed, and the subsequent second stage. The first stage, where approaching causes you to take damage easily, is easier to handle with characters like Aisha and Mycella who can attack from a distance. The second stage, where it becomes easier to approach the head, is easier to defeat by fighting with close-combat characters such as Adol and Dogi.

← Basically, you will fight the boss underwater, so equip the "Sea God's Talisman" and take on the challenge.

Flow until defeating the boss

Stage 1 Destroy the boss's parts

↑ Fight the roaming boss underwater. Inside the cave accessible from holes at both ends, the boss stops moving, making it easier to attack, but the narrow space makes it harder to avoid attacks. Destroying all parts on its body will trigger the transition to Stage 2.

Stage 2 Attack the boss when its head appears

↑ When Stage 2 begins, the boss's maximum HP becomes 79,500, and its attack patterns change. It attacks by sticking its head out from three holes at the front. You can no longer move to the inner cave and must fight in the front plaza.

Stage 2 Fight according to the situation

↑ In the second phase, the boss's actions may cause changes to the map's conditions. When the map is filled with water, equip the Sea God's Amulet; when the ground is frozen, switch to the Steel Claw and other appropriate items to adapt flexibly in battle.

Attack to Watch Out For 1

Whirlpool Attack

An attack used in Stage 1, where the boss swims around and generates a whirlpool inside. Being drawn into the whirlpool makes movement difficult, so refrain from attacking and focus on dodging the light orbs emitted by the boss.

Attacks to Watch Out For 2

Beam Attack

Continuously fires beams from its eyes that create shockwaves upon hitting the ground. In the second phase, staying close to the head allows easy evasion, making it possible to exploit attack openings.

Attack to Watch Out For 3

Freezing Breath

Used in Stage 2 when the area's water level is low. The boss breathes out in front, causing damage and the freezing status effect. After this attack, the ground freezes, so equip Steel Claws.

Attack to Watch Out For 4

Bite Attack

An attack used in the second phase. It extends its neck to bite from one of the three holes on the front. When you see the preparatory movement of the head retracting, quickly move next to each hole to avoid the attack.

Chapter 9

Moon Sanctuary

Thanks to Aisha, who has returned as a companion, Adol has gained the power of the Sea Dragon. Seeking clues to meet the last remaining Moon, Adol and his party return to the Altago Palace. 竜に

Prioritize Equipping at the Shop

The goal of Chapter 9 is to head to the Moon Sanctuary. Since there are no dungeons along the way, prepare your equipment here for the boss battle. The shop in Iska's Hidden Village has added top-tier equipment available for purchase, so you should at least buy weapons and armor for all party members participating in combat.

If you don't have enough Gold to buy equipment, it is recommended to earn it at the Sea Sanctuary (P.110).

Chapter 9 Event Flowchart

9-1 Altago City

- Talk with Fatima at Altago Palace
- Head to Iska's Hidden Village

9-2 Iska's Hidden Village

Shop Added: Iska's Hidden Village

- Talk with Shariers in front of the Moon Altar
- Head to Altago City

9-3 Altago City

- Head to Tia's house in the Old City

Obtain Tia's Hair Ornament

- Head to Iska's Hidden Village

9-4 Iska's Hidden Village

- Use Tia's Hair Ornament in front of the Moon Altar
- Examine the Moon Altar

At the choice, select "Enter the Moon Sanctuary"

9-5 Moon Sanctuary

- Talk with the Moon Dragon

ボス 月竜《Zekalios》

入 January Secret Stone

Return to Iska's Hidden Village

Chapter10へ P.114

Sub-event: Conversations with Maya and Loud

At the temple in Altago City, an event involving Loud, who is nursing Maya, occurs. You can see Loud's kind-hearted side, so be sure to stop by before heading to the Moon Sanctuary. Also, there is a conversation event with Mustafa, the chief of Segram Village, so those interested in former companions should check it out.

Check! Search for and obtain Tia's hair ornament

Relying on the hint heard during the conversation with the Shariers, if you examine the desk in Tia's house, you can obtain Tia's hair ornament. Actually, the hair ornament is already placed during Chapter 9-1, so if you get it in advance, you won't need to travel back and forth between Iska's Hidden Village and Altago City.

Check! Prepare for the battle with the Moon Dragon

If you obtain Tia's hair ornament in Altago City, you will be able to proceed from the Moon Altar in Iska's Hidden Village to the Moon Sanctuary. A battle with the Moon Dragon will occur immediately in the Moon Sanctuary, so be sure to replenish your healing items before departure. Also, charge your SP gauge and EXTRA gauge so that you can use powerful skills to deal heavy damage right after the boss battle starts.

Purchase equipment and healing items, and depart for the Moon Sanctuary with preparations fully complete.

Boss Strategy

No.132 Moon Dragon <Ze=Karios>

Boss Data

Lv	HP	[redacted]	DEF	[redacted]	AGL	Stun	Float
49	92800	701	425	85	241	AA	×

At first, aim to stun and attack

The Lunar Dragon "Ze=Karios" changes its form in three stages depending on its remaining HP. Correspondingly, its attack patterns also change, so it is necessary to adjust your strategy for each stage. In the first stage, aiming for a stun is effective, so it is advisable to have Dogi participate in the battle beforehand and attack using skills like Bash, which have a high stun value. Additionally, this boss is immune to status ailments, so equipping items such as the Shiden Ring III, which increases stun value, is recommended.

◆After the Flying Kick
The lasers fired around after the flying kick should be dodged by timing carefully.

Flow until defeating the boss

Phase 1: Attack the flying boss

⬆Phase 1 is characterized by diverse and wide-range attacks. The boss moves very quickly, so use dodging frequently and chase while fighting. When HP falls below 62,000, the boss transitions to the next phase.

Phase 2: Attack and destroy the tail

⬆The boss's shape changes and turns black. Use evasion to quickly get behind it and attack the tail. When the boss's HP falls below 31,000, it transitions to the third phase and simultaneously becomes stunned.

Phase 3: Attack the head to defeat

⬆All attacks can deal damage to the lowered head, so caution is necessary. This is the third phase. Although there are fewer types of attacks, try to get behind the boss and attack during the opening immediately after it turns around.

Attack to Watch Out For 1

Thunderstorm

This attack is used only in the first phase. It emits a shockwave around itself, then releases two homing lightning bolts. If you pass between the lightning bolts and approach the boss, you can evade while creating an opportunity to attack.

Attacks to Watch Out For 2

Sweeping Attack

This attack is used in the second phase. The boss sweeps a wide area from the front to near the tail with its arm. Moving in the direction of the raised arm makes evasion easier, so always pay attention to the arm's movement during battle.

Attack to Watch Out For 3

Omnidirectional Shockwave

This attack is used in the third phase, where the boss swings its arms around in a spinning motion. At the same time, it generates a staggering shockwave, so be very careful. Avoid taking consecutive hits. To avoid this, quickly recover from staggering. Recover swiftly after staggering.

Attack to Watch Out For 4

Straight Breath Attack

The boss gathers light and breathes a blast forward. This attack is used only in the third phase and has very high attack power. When you see the preparatory action of light gathering, use evasion to move to the side and definitely avoid it.

Chapter 10

Well of Souls

Having gained the power of the Five Great Dragons and learned his purpose as the Dragon Warrior, Adol decides to stop Tiarna together with his companions. Then, they head toward the Well of Souls where she and Cias are waiting...

Prioritize gathering armor

At the Well of Souls, the site of the final battle, weapons for all companions can be obtained from treasure chests. Therefore, when crafting equipment through synthesis, it is recommended to prioritize armor over weapons.

Also, you will be able to synthesize the strongest weapons using each of the secret stones, so in addition to the Soul Source Stones obtained at the Well of Souls, gather the necessary materials.

◆ When 50 Soul Source Stones are collected, I want to first create Adol's strongest weapon with all attributes (P.008).

◆ Weapons and armor synthesis requires a large amount of Spirit Source Stones are easy to collect in areas (P.1 Let's use 21).

Chapter 10 Event Flowchart

10-1 Altago Plains · Lakeside

Shop Added: Iska's Hidden Village

・Heading to the Well of Souls

◆ Iska's Hideout When returning to this village, it becomes clear that the village is on the verge of disappearing.

Sub Event Conversations with Important People

In Chapter 10, conversation events with Siglune and Dryzen occur in Altago City. Also, before fighting Tialna at the Well of Souls, if you talk with Maya and promise to bring Tia back, the conversation with Tialna during the battle at the Well of Souls will change, so keep that in mind.

★There is also a conversation event with Mustafa. He is in the village of Shanua, so those interested should visit him.

10-2 Well of Souls

Fallen Warriors of Pos ≪Dragress≫

Obtain Moon Amulet

・Talk with Syas

Boss Bipolar Knight 《Syas≫

・Talk with Tialna

Boss Priestess of the End 《Tialna≫

Boss Ancient Principle ≪Lulu-Ende≫

◆ Tiarna, who seeks to destroy Altago. What is her true intention......?

Check! Preparing for the Final Battle

The final battle against the Ancient Principle ≪Lulu=Ende≫ will be conducted by dividing into three squads. The squad formations are predetermined, so unlike before, prepare the weapons and armor of all companions, not just the members participating in the battle, before challenging.

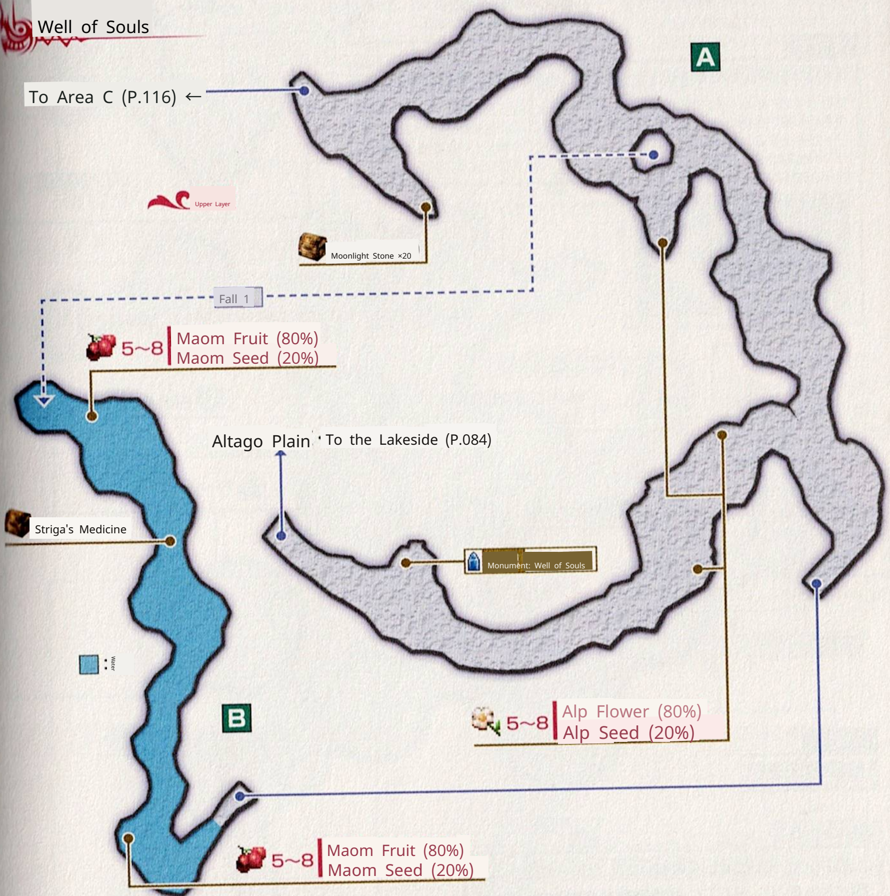
■Squad Formation and

Occurrence Locations for the Final Battle	Trigger Conditions
Ancient Principle First Battle	Doggy, Elk, Myshella
Ancient Principle Second Battle	Aisha Gash, Crushe
Ancient Principle Third Battle	Adol

To the Ending

Map Strategy

Well of Souls



Monster Data

No.102 Gianatorel HP 5180 Weakness —
Materials Beast Hair (58%), Beast Coarse Hair (17%), Giant Beast Bone (23%)

No.103 Solcrow HP 1910
Materials Beast Large Bone (66%), Beast Claw (33%)

No.104 Abyss Seina HP 2340 Weakness —
Materials Hard Skin (50%), Beast Thin Skin (20%), Beast Bone (15%), Beast Claw (15%)

No.105 Dearborg HP 5380 Weakness Blunt
Materials Moonlight Stone (45%), Soul Source Stone (18%), Beast Fang (13%), Giant Beast Spine (22%)

No.106 Nornarl HP 2140 Weakness Blunt
Materials Moonlight Stone (76%), Soul Source Stone (23%)

No.107 Solamjint HP 3020 Weakness Slash
Materials Petrified Twig (57%), Crystallized Branch (28%), Moonlight Stone (11%), Soul Source Stone (2%)

No.108 Tram=Garem HP 5790 Weakness —
Materials Beast Skin (76%), Beast Bone Fragment (23%)

No.109 Nekuru HP 3680 Weakness —
Materials Giant Beast Bone (50%), Beast Horn (25%), Beast Claw (25%)

No.110 Grunous HP 5590 Weakness —
Materials Giant Beast Bone (55%), Beast Scale (27%), Giant Beast Spine (16%)

No.111 Setafis HP 1540
Materials Moonlight Stone (76%), Beast Bone Fragment (23%)

No.112 Aldofa HP 11400 Weakness —
Materials Giant Beast Bone (50%), Beast Fang (25%), Giant Beast Spine (25%)

No.113 Lukfit HP 2120 Weakness Slash
Materials Soft Skin (50%), Beast Thin Skin (25%), Beast Claw (25%)

System Explanation

Story Walkthrough

Data Analysis

Chapter 10 The Well of Souls

Well of Souls

Step 1 Tsukuyomi Bell

Use the Tsukuyomi Bell

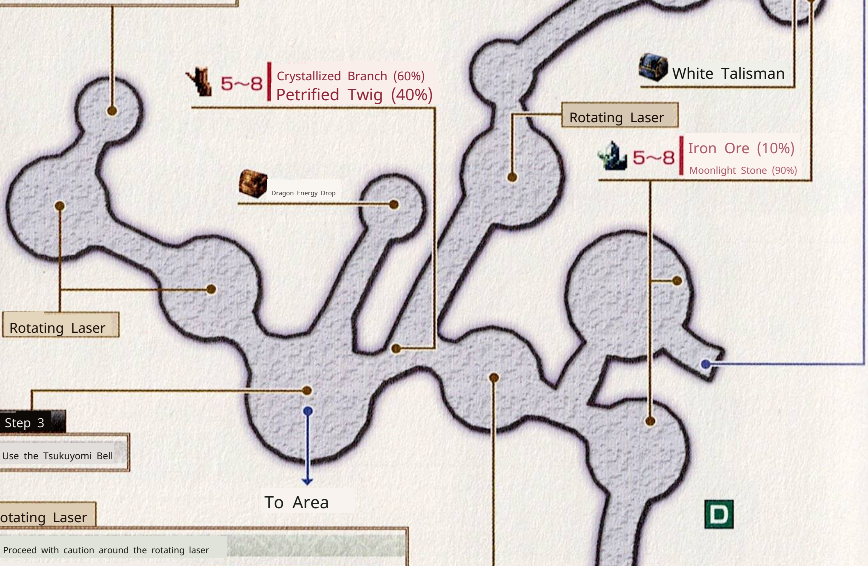
It looks like a dead end, but there is a large emblem just like at the shortcut location. Using the Moonlight Bell here will open the path, allowing you to proceed further inside.

After pressing the switch to stop the mechanism and obtaining the treasure chest, press the switch in the center of the room. This will stop the mechanism that was operating in the front room, making it easier to return.

Step 2

Press the switch to display the emblem

Pressing the switch in the center of the room stops the rotating laser that was operating in the front room. At the same time, a large emblem appears on the floor of the lower room, so you will head to that room.



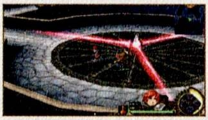
Step 3

Use the Tsukuyomi Bell

Rotating Laser

Proceed with caution around the rotating laser

Each room in C has a mechanism where rotating lasers deal 100 damage upon contact. Here, it is best to move in sync with the movement of the rotating lasers. Some rooms have multiple lasers installed, so in those cases, move carefully.



Sub Character Introduction 9

Syias (Knight of Bipolarity)

Syias, who follows Tialna, reveals his true form. As a knight protecting the leader of Iska, he possesses overwhelming swordsmanship skills. He stands before Adol and the others in the deepest part of the Well of Souls. He blocks their path.

2 Tiana

The true identity of Tia, who lived with Maya in the old town of Altago City. She holds the power as the chief of the Iska village, and under that mission, she is attempting to bring ruin to the entire Altago region.

Step 4

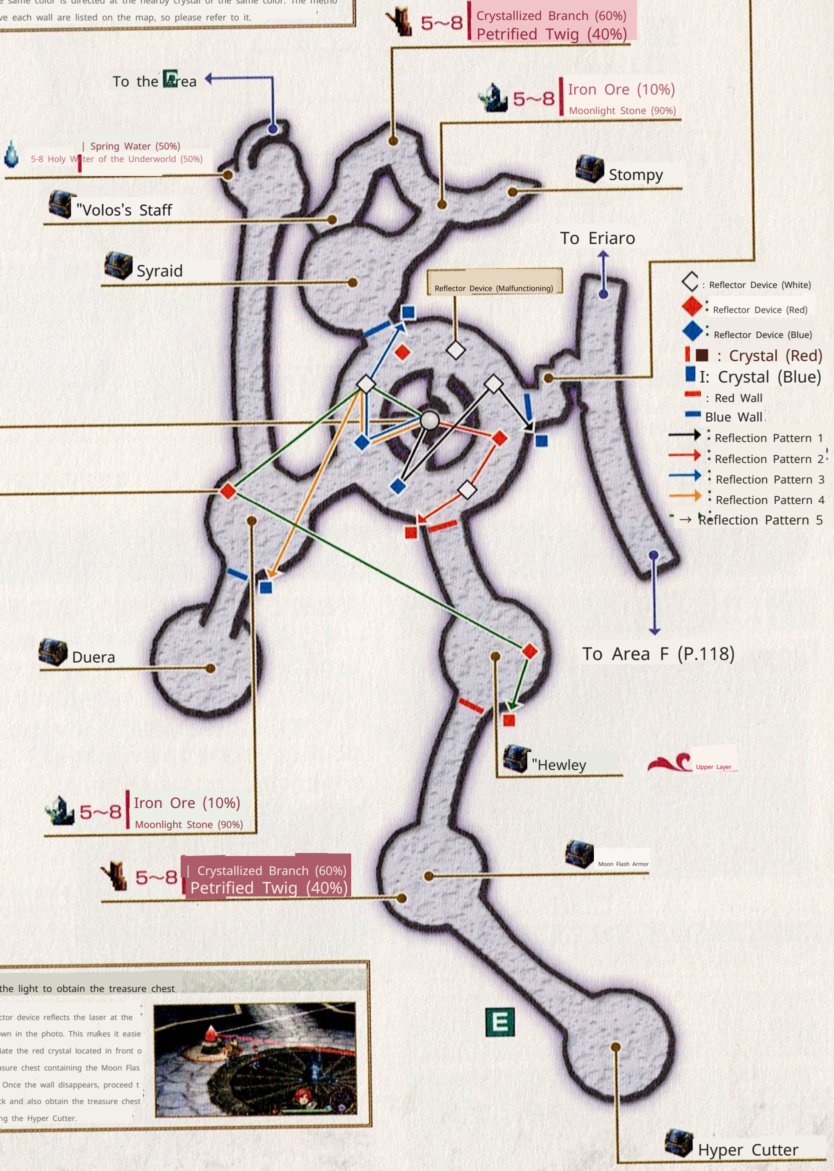
Let's reflect the laser to eliminate the wall

The laser emitter and the surrounding reflector devices can change their direction when attacked. The laser emitted from the emitter is white, but if it passes through a color red reflector device, the laser's color also changes. Additionally, the corridors extending from the room are blocked by red walls and blue walls. These walls disappear when a laser of the same color is directed at the nearby crystal of the same color. The methods to remove each wall are listed on the map, so please refer to it.

Step 5

Change the Direction of the Switch

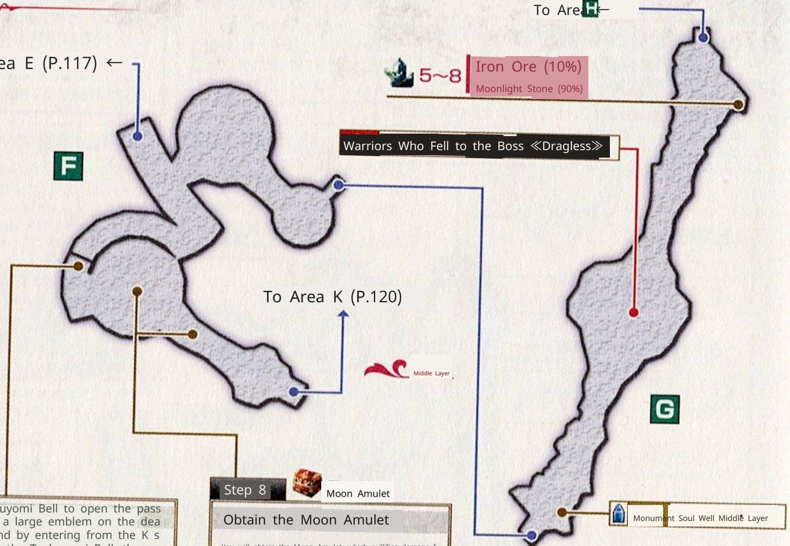
The large switch can have its direction changed by examining it. If you turn the object to the opposite direction, stairs will appear on the upper-level corridor that was previously a dead end, allowing you to proceed further.



Reflect the light to obtain the treasure chest

This reflector device reflects the laser at the angle shown in the photo. This makes it easier to irradiate the red crystal located in front of the treasure chest containing the Moon Flash Armor. Once the wall disappears, proceed to the back and also obtain the treasure chest containing the Hyper Cutter.

Well of Souls



Use the Tsukuyomi Bell to open the passage. There is a large emblem on the dead-end wall, and by entering from the K side and using the Tsukuyomi Bell, the passage will open. From this point on, you can shortcut from F to K and proceed.

Step 8 — Moon Amulet

Obtain the Moon Amulet

You will obtain the Moon Amulet, which nullifies damage from the Miasma of the Wind of Ruin. Equipping this allows you to advance deeper in K, where the Wind of Ruin blows, without taking damage.

Boss Strategy 1

No.133 Fallen Warriors ≪Dragress≫

Aim to stun them all at once and defeat them quickly. You will fight two bosses simultaneously. The Fallen Warriors ≪Dragress≫ have few attack methods and are easy to stun. Therefore, it is effective to include Dogi in the battle and use skills with high stun values. It is also good to evade quickly with Aisha while charging attacks, accumulate SP, and use powerful skills.

◆ When attacking with EXTRA Skill, pull them together so that you hit both at the same time before using it.

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
53	58300	607	460	95	206	C	○

Attack to Watch Out For 1

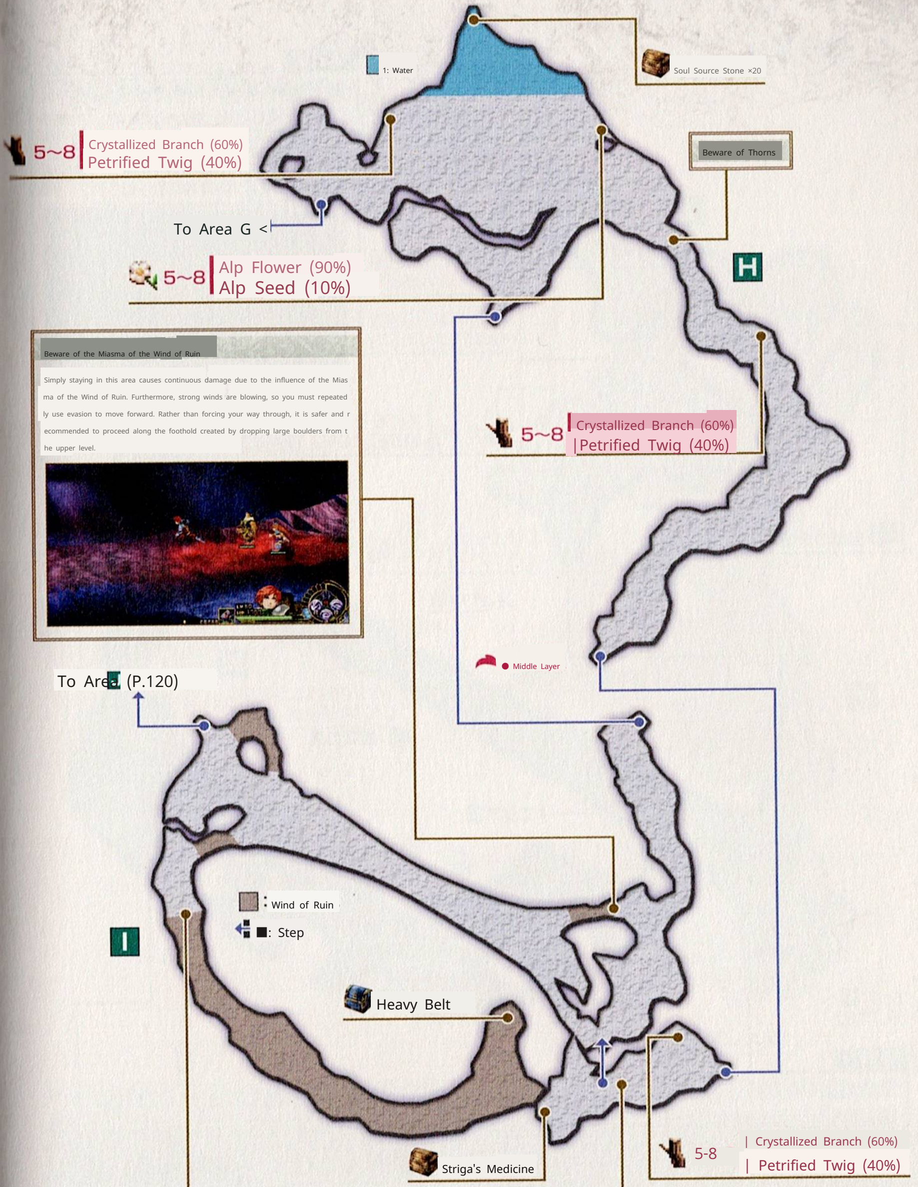
Slash Attack

An attack that sweeps the front with the sword in the right hand. If you move to the right side toward the boss, you can easily avoid it. Aim for the opening immediately after the sweep and counterattack from behind to deal damage.

Attack to Watch Out For 2

Charge

After jumping, it spreads its wings and charges straight ahead. The movement speed during the charge is quite fast, but if you move so as not to stand in front of the boss, you will rarely get hit, so don't worry.



Beware of the Miasma of the Wind of Ruin

Simply staying in this area causes continuous damage due to the influence of the Miasma of the Wind of Ruin. Furthermore, strong winds are blowing, so you must repeatedly use evasion to move forward. Rather than forcing your way through, it is safer and recommended to proceed along the foothold created by dropping large boulders from the upper level.

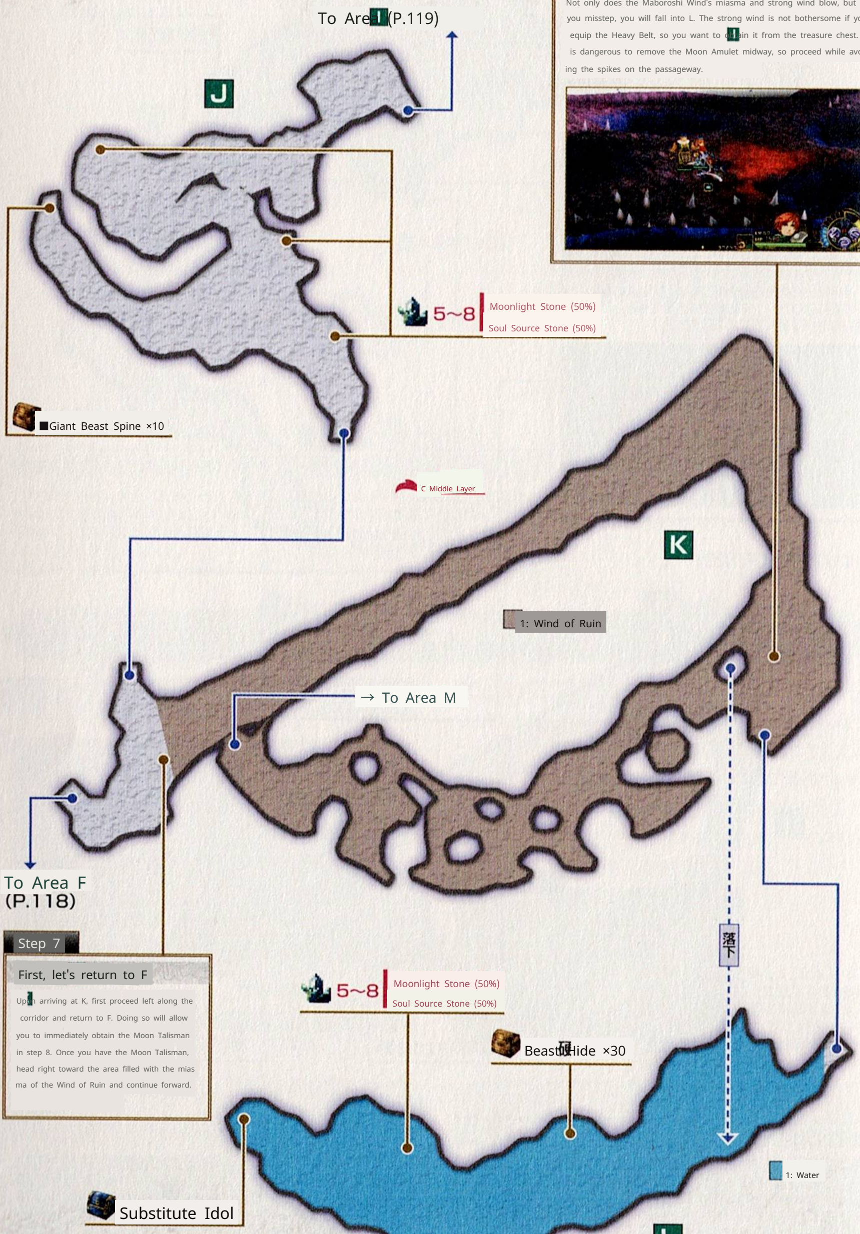
Long Corridor with the Miasma of the Wind of Ruin

The long corridor leading to the treasure chest is blown by the Wind of Ruin. If you proceed prepared to take damage, you can obtain the treasure chest, but you will end up using several healing items. Therefore, it is better to honestly obtain the Moon Amulet in Step 8 first and then return.

Step 5

Let's drop the boulder to create a foothold. If you attack the boulder in this area, you can drop it to the lower level. Drop the boulder, then jump down from that spot and pass over the boulder that has become a foothold. This way, you can avoid areas where you would take damage from the Maboroshi Wind's miasma and proceed forward.

Well of Souls



Step 9

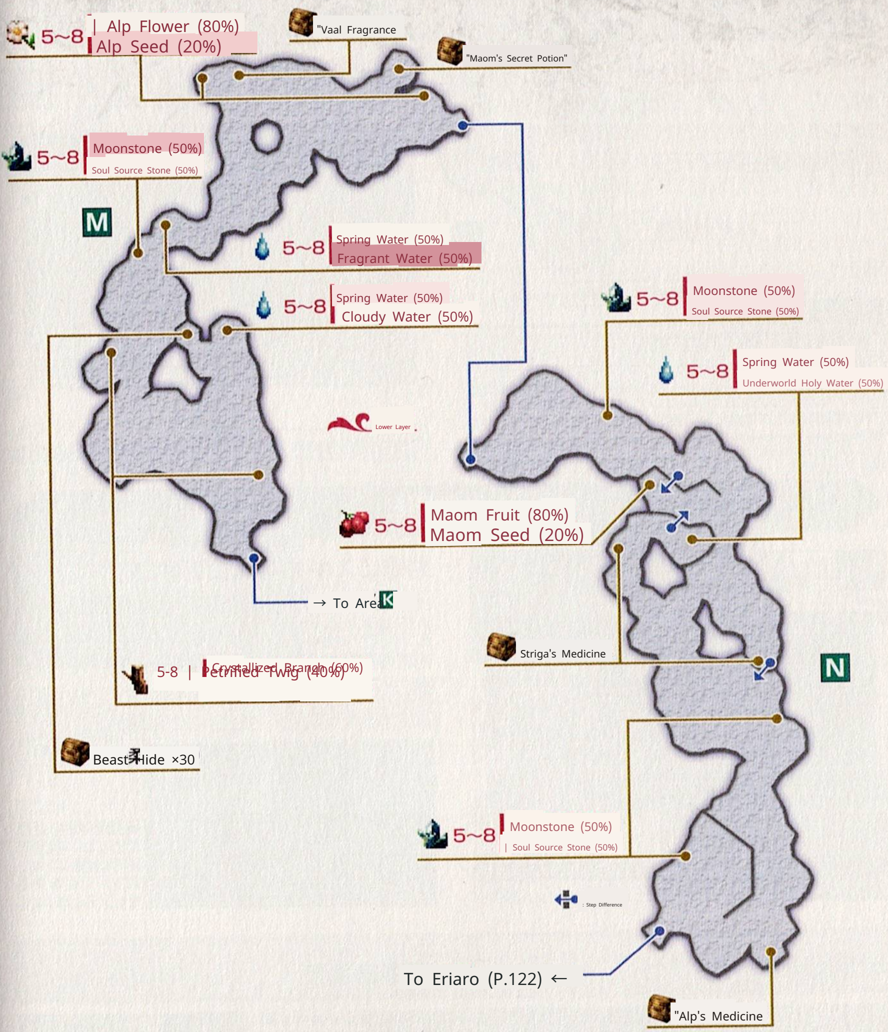
Overcoming the Maboroshi Wind's Miasma and Strong Wind

Not only does the Maboroshi Wind's miasma and strong wind blow, but if you misstep, you will fall into L. The strong wind is not bothersome if you equip the Heavy Belt, so you want to obtain it from the treasure chest. It is dangerous to remove the Moon Amulet midway, so proceed while avoiding the spikes on the passageway.

Step 7

First, let's return to F

Upon arriving at K, first proceed left along the corridor and return to F. Doing so will allow you to immediately obtain the Moon Talisman in step 8. Once you have the Moon Talisman, head right toward the area filled with the miasma of the Wind of Ruin and continue forward.



Let's collect Soul Source Stone and Underworld Holy Water

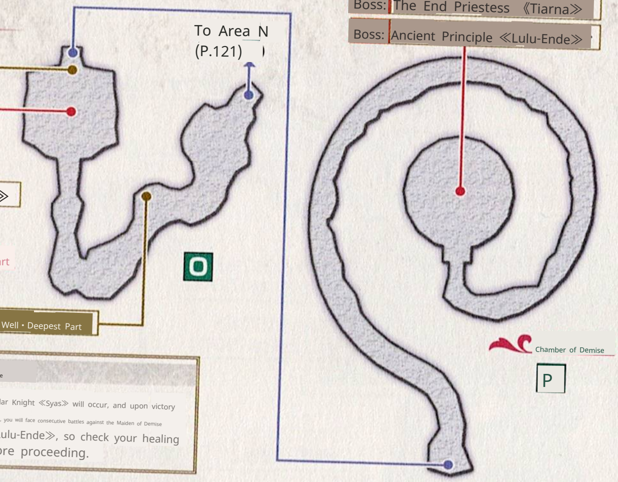
For synthesizing the strongest weapons and armor, Soul Source Stones are required, and for the skill elixirs and agility elixirs that must be synthesized in Quest ⑩, Netherworld Holy Water is necessary. These materials can only be obtained at the Well of Souls, and since the gathering locations are very limited, collecting them is difficult. Therefore, it is recommended to utilize the areas listed below to efficiently gather materials. Also, equip the Medal of Fortune at that time to increase the acquisition rate to 100%.

◆ Weapon synthesis consumes a large amount of Soul Source Stones. Visit the gathering locations multiple times and patiently collect them.

Areas where Soul Source Stones and Netherworld Holy Water are easy to gather

Soul Source Stones	Mid-layer J (3 locations), Lower-layer N (1 location), and Lower-layer M (3 locations) all have a 50% chance of appearing.
Netherworld Holy Water	Netherworld Holy Water appears only at Upper-layer E (1 location) and Lower-layer M (1 location) with a 50% chance.

Well of Souls



Step 10

Open the door to the deepest part and proceed to the Chamber of Demise

In the room at the deepest part, a battle with the Bipolar Knight ≪Syas≫ will occur, and upon victory you will be able to open the door and advance further. In the Chamber of Demise, you will face consecutive battles against the Maiden of Demise ≪Tialna≫ and the Ancient Principle ≪Lulu-Ende≫, so check your healing items and prepare thoroughly before proceeding.

Boss Strategy 2

No.134 Bipolar Knight ≪Syas≫

Precisely exploit openings to counterattack Syas's attacks are powerful but mostly linear. Therefore, by moving around him, you can avoid most attacks. You will counterattack during the short openings after his attacks, and it is effective to use skills with high stun values to aim for a stun.

← After avoiding the consecutive thrusts, if you quickly approach by evading, it becomes a chance to attack with skills.

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
58	99500	677	587	103	229	AA	◎

Attack to Watch Out For 1
Cross Shockwave

Raise the sword straight up and swing it in a cross shape, emitting a wide shockwave horizontally to the front. Since the number of hits is high, it is easy to take heavy damage. When you see the preparatory movement, evade by moving a large distance to avoid it.

Attacks to Watch Out For 2
[Afterimage Shockwave

Afterimage, afterimage, then the main body releases three consecutive shockwaves. When you see the afterimages, keep a large distance and prepare for the shockwaves. If you move in a circle along the outer edge of the map, it becomes easier to evade.

Attack to Watch Out For 3
Ultimate Shockwave

After a large jump disappearing off-screen, it falls straight down and generates a massive shockwave centered on the landing point. When you see the preparatory movement of jumping off-screen, use consecutive evasions to get as far away from the landing point as possible. If your reaction is delayed and you cannot escape in time, try to guard with proper timing to prevent damage from the shockwave.

No.135 The Maiden of the End <Tialna>

Defeat the surrounding monsters and aim for th e boss. In the battle against Tialna, two Audre ven appear simultaneously. When Audreven uses its suction attack, the fight becomes difficult, so defeat Audreven first. During this time, try to c onserve SP as much as possible and use powerf ul skills when only Tialna remains. Since Tialna's attacks hit even from a distance, rather than kee ping distance, it is better to move around to the side to make it easier to avoid attacks. After a certain amount of time passes, Tialna will revive Audreven one by one, so prioritize defeating the m each time to focus your attacks on Tialna.

Boss Data

Lv H[redacted]R DEF[redacted]X AGL Stun Float
59 36600 618540104 104 234234BBOOO

Monster Data

No. 136 Audreven Stun D
Lv 58 HP 9180 [Float] ◎

← When the boss and Audreven are close, use the EXTRA skill to deal damage to both simultaneously.

← You will fight bosses consecutively, so have the EXTRA and SP gauges fully charged before Tia

■Let's defeat Arna.

Attack to Watch Out For 1

Suction

Audreven's special attack creates blue ripples spreading on the ground; touching these will pull you in. This attack itself has no damage, but it makes it harder to avoid Tialna's attacks.

Attacks to Watch Out For 2

Diffusion Lasers

This is an attack used by both T ialna and Audreven, where small be ams are fired in a fan-shaped sprea d. It is advisable to either use evas ion to move significantly and avoid it, or time your guard well to block the attack.

Attack to Watch Out For 3

Thunderstorm

Tialna gathering blue light in the center of the area is the pr eparation action. After that, spiral-shaped lightning will fly around Tialna, so move to the edge of the area and pass through the gaps between the lightning. There is a long delay from the prep aration to activation, so calmly respond and it will be fine. After passing through the lightning gaps, use evasion to approach Tial na and counterattack.

Attack to Watch Out For 4

Petrification Beam

Raising the staff straight up and enveloped in a purple aura, it fires a beam directly forward. Getting hit by this attack causes not only damage but also the petrification s tatus effect. Although the beam has a very long range, it is fired in a straight line, making it easy to dodge. By wat ching the preparatory motion and quickly evading sideway s against Tialna, you can easily avoid it.

Boss Strategy 4

No.138 Ancient Principle ≪Lulu=Ende≫[1]

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
57	83600	779	597	86	138	AAA	×

Defeat the tentacles to break the guard

When the tentacle's HP reaches 0, it enters a stunned state and the boss's main body guard is released. Damage can be dealt when the tentacle descends to the ground. Since the tentacles share HP, it is effective to use skills that can attack a wide area to deal damage to multiple tentacles at once. Accumulate the EXTRA gauge in sync with the boss's stun, and use Dogi's EXTRA skill to deal massive damage.

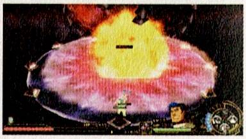
← The freeze status ailment is troublesome, so it is recommended to equip the Scorching Eye as a countermeasure when challenging.

RUSH Meteor Strike

RUSH Activation Condition: HP below 1/2 Display Time: 7 seconds Break Damage: 2900 Cooldown Time: 65 seconds or more

Data Notes: When HP falls below 1/3, the break damage increases to 4000.

When HP falls below half, the boss will use RUSH. Successfully breaking the RUSH results in a stun, providing a chance to deal damage, but failure causes meteors to fall across the entire map. This RUSH attack has a very wide range, making it difficult to avoid by dodging alone. It is advisable to heal HP beforehand and use guard with good timing to minimize damage.



No.139 Ancient Principle ≪Lulu=Ende≫ [2]

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
58	99500	850	626	87	141	B	×

Fight steadily with hit-and-run tactics.

It is very dangerous because the boss attacks continuously if you stop moving. Evade the boss's attacks and repeatedly use hit-and-run tactics to deal damage in the intervals. When the boss is stunned, a core that is easy to damage will appear, so use powerful skills and EXTRA skills on it.

◆ The attack that shoots discs is a chance to deal damage without worrying about other attacks if you can get close.

Attack to Watch Out For 1

Fire Pillar Barrier

Slams its arm down, deploying circular flames that cause damage upon contact. The flames become fire pillars and move toward the player. They will come. To avoid being cornered, move to a wider area and evade there.

Attacks to Watch Out For 2

Continuous Electric Shock Attack

An attack where electric shocks extend parallel toward the boss. Carefully move through the gaps by shifting left and right to avoid it. After evading, you can advance right in front of the boss, so launch an attack immediately.

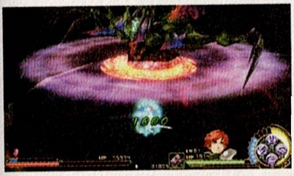
No.140 Ancient Principle ≪Lulu=Ende≫ [3]

Destroy the Lulu=Belial to attack the main body. Destroy all Lulu=Belials placed around it, and then the Core will appear, allowing you to deal damage. After that, use powerful skills such as the Star Formation to build up the EXTRA gauge and repeatedly unleash EXTRA skills. Since this is the final battle, make sure to use up items like Dragon Energy Drops that restore SP and continue attacking.

◆ When Lul=Beriel is completely defeated, the boss's form changes. At the same time, the attack patterns also change.

Boss Data

Lv	H[redacted]TR	DE[redacted]EX	AGL	Stun	Float
59	[redacted]77000	812	55989144D		×



◆ Since only Adol fights, be sure to recover HP early to avoid becoming incapacitated in battle.

Monster Data

No. 137	Lul=Beriel	Stun	AAA
LV 59	HP 16[redacted]00	Float	
	HP 162[redacted]loat	[redacted]	×

◆ When the area at the boss's feet glows red, a damaging floor appears. Continuously dodge and escape.

[Attack to Watch Out For 1

Light Orb Emission Attack

Swings a red glowing arm and emits red light orbs in a fan shape. After Lul=Beriel is destroyed, the light orbs become huge and explode at a certain distance, so the light orb gaps should be slipped through quickly to avoid damage.

Attacks to Watch Out For 2

Omnidirectional Continuous Shockwave

After enveloping itself in a purple aura, it releases slow shockwaves in all directions. You can dodge by walking left or right, or you can continuously use guard to build up SP by taking advantage of this attack.

Attack to Watch Out For 3

Beam Simultaneous Shooting

The boss's main body and Lulu-Beriel fire beams that cross each other. When Lulu-Beriel are completely defeated, the number of beams fired at once decreases, but the number of firing times increases.

Attack to Watch Out For 4

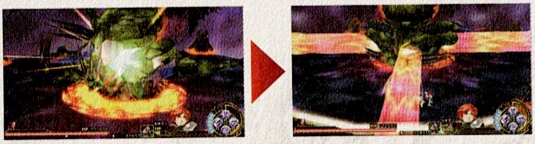
Floor Panel Attack

An attack used after Lulu-Beriel are completely defeated. When the panel at your feet glows yellow, an attack will occur on that panel in the next moment. Black panels are safe, so use evasion to escape.

Attack to Watch Out For 5

Rotating Laser Attack

The boss rotates while firing lasers in four directions. It uses this attack when suddenly displayed full-screen, making it easy to identify by its preliminary movement. For the rotating lasers, either draw them in and evade using invincibility frames or guard to build up the EXTRA gauge while blocking. In that case, it's better to handle it near the outer edge, as it makes timing easier to manage—keep this in mind.



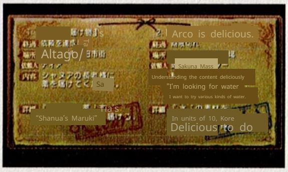
Quest Strategy

The quests registered in the Adventure Log range from gathering materials to defeating monsters, totaling 20 types. Here, we will provide a strategy guide aimed at completing all quests.

Understanding the Quest System

When you talk to a specific person and are asked to do a task, accepting the request means you have taken on a quest. Then, by completing the steps of each quest, you will eventually clear it and receive a reward as thanks. Quest rewards often include not only money but also valuable accessories, so be sure not to miss them.

🡄 If you miss quests with a short acceptance period, they will never be registered in the Adventure Log again, so be careful.



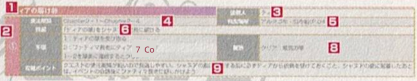
◆If you fail to clear within the period, when you progress to Chapter 7-2, "Failed" will be displayed in the adventure log.

Important Points About Quests

- If there is an acceptance period, failing to complete the quest steps within that period will make clearing the quest impossible.
- After clearing a quest, sometimes you must talk to the requester again to receive the reward.

Quest Data

How to View Quest Data



1 Quest Name: Name of the Quest
2 No.: Quest Number
3 Client: The person who requests the quest. If the client is ???, it indicates that the quest will be automatically added by moving to the occurrence location. 4 Acceptance Period: The period during which the quest can be accepted. It is divided by Chapters in the Story Walkthrough (P.038). In cases where the clear deadline differs from the acceptance period,

Combinations are indicated with ()
5 Occurrence Location: Indicates the place where the quest request occurs. For detailed locations, refer to the map walkthrough in the story攻略 (page link).
6 Details: Quest details
7 Procedures: Indicates the steps to clear the quest. When multiple steps exist, they are numbered for distinction
8 Reward: Rewards obtained by clearing the quest. Rewards earned by clearing specific steps are marked with the same step number.
9 Strategy Points: One-point advice useful for clearing the quest

Quest Data

①	Tia's Delivery		Requester	Tia
	Acceptance Period	Chapter2−1〜Chapter2−4	Occurrence Location	Altago City Old Town (P.041)
	Details	Deliver "Tia's Medicine" to the Elder of Shanua		
	Procedure	1: Receive Tia's Medicine 2: Deliver Tia's medicine to Elder Fatima Clear by completing steps 1 to 2 in order	Reward	Clear: Dragon Spirit Droplet (P.138)
	Strategy Points	The quest acceptance period is very short and easy to miss, so be careful. Before departing for the village of Shanua, stop by Tia's house in the Old City and be sure to receive the request from Tia. After arriving at the village of Shanua, talk to Elder Fatima following the event conversation.		

②	Delicious Water of Altago		Dependent	Friendly Master
	Acceptance Period	Chapter2−1〜Chapter6−1	Occurrence Location	Altago City Inn Tavern (P.041)
	Details	Hand over materials of "Water" in units of 10 to search for delicious water		
	Procedure	1: Deliver 10 Spring Water 2: Deliver 10 Murky Water 3: Deliver 10 Fragrant Water 4: Deliver 10 Rotten Water Clear upon completing 3	Reward	1: 400 Gold 2500 Gold 31,000 Gold 4: 100 Gold Clear: Hawkeye II (P.137)
	Strategy Points	If you deliver 10 Fragrant Water, the quest will be cleared at that point. Be careful, as clearing the quest will prevent you from receiving any other rewards. If you have not yet obtained rewards other than Fragrant Water, it is advisable to deliver other materials first to earn Gold.		

③ Beautiful Flower Seeds

Order Period	Chapter2－1～Chapter6－1	Requester	Flower-loving Daughter
		Occurrence Location	Altago City Central Plaza (P.041)
Details	Hand over the "Seed" materials that are occasionally obtained when collecting flowers and grass		
Procedure	Give 1 Ikko Seed	Reward	1: 200 Gold
	2: Give 1 Komona Seed		2300 Gold
	3: Give 1 Sarimera Seed		3: 400 Gold
	4: Give 1 Nadori Seed		4: 500 Gold
	5: Give 1 Lugot Seed		5: 200 Gold
	6: Give 1 Kamika Seed		6: 300 Gold
	7: Give 1 Rokin Seed		7: 400 Gold
	8: Give 1 Chiguru Seed		8: 500 Gold
	Clear by completing 1 to 8		Clear: Orb of Luck (P.137)
Strategy Points	Each seed is valuable, but giving just one is sufficient. It is advisable to frequently collect them at gathering spots throughout the regions. Additionally, this quest rewards Gold each time it is completed. Since the reward is higher than selling at shops, be sure to hand over each seed as you obtain it to earn Gold.		

④ Young Lady's Jewel Collection

Order Period	Chapter2－1～Chapter6－1	Requester	Noble Young Lady
		Occurrence Location	Altago Citizen's House (P.041)
Details	Hand over the rare "Stone" materials		
Procedure	1: Hand over 1 Green Stone	Reward	1: 2000 Gold
	2: Hand over 1 Red Stone		23000 Gold
	3: Hand over 1 Black Stone		35000 Gold
	4: Hand over 1 White Stone		4: 10000 Gold
	Clear by completing 1 to 4		Clear Shield Ring II (P.137)
Strategy Points	The stone materials required for quests can be obtained from gathering spots and monsters across various locations. Although they are difficult to collect, the appeal lies in receiving a large amount of and Gold as rewards each time. It is advisable to diligently complete quests every time you acquire stones.		

⑤ Lecture: Clans of Various Regions in Altago

Order Period	Chapter 2-1 ~ Chapter 6-1 (Clear Deadline: Anytime)	Requester	Dedicated Scholar
		Occurrence Location	Altago City Inn Tavern (P.041)
Details	Show the "stone" materials that can be gathered in locations closely related to each clan		
Procedure	1: Show Forest Coal Stone	Reward	1: You can listen to the lecture of the Shanoa people
	2: Show the Sand Heat Stone		2: You can listen to the lecture of the Segram people
	3: Show pumice		3: You can listen to the lecture of the Kairos people
	Upon completing 1 to 3, you can clear the Master's Knowledge (P. … o lectures from other clans. The quest acceptance period is u ntil Chapter 6-1, but as long as you have accepted it, clearing it is possible at any time. Each lecture that can be heard after completing the steps c an be listened to repeatedly by talking to the dedicated s cholars who provide strategic points.		

⑥ Lecture: Ecology of Giant Beasts

Order Period	Chapter 2-1 to Chapter 6-1 (Clear deadline: Anytime)	Client	Dedicated Scholar
		Location	Altago City Inn Tavern (P.041)
Details	Show rare materials collected from large beasts		
Procedure	1 Show the bone of a giant beast	Reward	1: Attend the Lecture on the Characteristics of the Giant Beast
	2 Show the Backbone of the Giant Beast		2: Attend the Lecture on the Ecology of the Giant Beast
	3: Show the Body Fluid of the Giant Beast		3: Attend the Lecture on the Mystery of the Giant Beast
	Clear by Achieving 1 to 3		Clear Blue Magatama (P.137)
Strategy Points	Similar to Quest ⑤, the acceptance period is limited until Chapter 6-1. However, once accepted, it can be cleared at any time. If accepted at an early stage it becomes easier to obtain each material after Chapter 7-3 when the Giant Beast appears in the Altago Plains.		

⑦ Beast Extermination in the Cave Path

Order Period	Chapter 3-1 to Chapter 3-3	Requester	Unremarkable Peddler
		Occurrence Location	Altago City Inn Tavern (P.041)
Details	Defeat the Ferocious Beast Said to Appear in the Cave Passage		
Procedure	Clear by Defeating the Rock Silent Demon "Gildaros"	Reward	Clear: Power List I (P.137)
Strategy Points	Like Quest ①, the acceptance period is very short, so it is easy to miss. Defeating the cave passage boss, the Rock Beast Demon ≪Giltaros≫, will clear the quest. Remember that to receive the quest reward, you must return to the Inn Tavern and talk to the dull merchant.		

⑧ Even if the fishing rod breaks, the spirit does not break

Order Period	Chapter2－4～Chapter6－1	Requester	Calm Fisherman
		Occurrence Location	Shanua Village (P.048)
Details	Hand over "Wood" materials gathered from various locations in units of 10		
Procedure	1: Hand over 10 Standing Trees from the Plains	Reward	1: 500 Gold
	2: Hand over 10 Young Trees from the Forest		21,000 Gold
	3: Deliver 10 Dry Old Woods		3: 2,000 Gold
	4: Deliver 10 Withered Hardwoods		4: 5,000 Gold
	Clear by completing 1 to 4		Clear: Kagero Brooch III (P.137)
Strategy Points	This quest rewards Gold each time you deliver 10 specific materials. These wood materials tend to be required for weapon and armor synthesis, so it is best to gather as many as possible. Be mindful of the number of wood materials you hold to ensure you can clear the quest.		

⑨ Forest Dosojin Pilgrimage

Order Period	Chapter2－4～Chapter6－1	Requester	Devout Old Woman
		Occurrence Location	Shanua Village Private House (P.048)
Details	Bring the requested offerings to the Dosojin in Shanoa Forest		
Procedure	1: Receive 2 Kamika Fruits	Reward	
	2: Offer 5 Kamika Fruits to the Dosojin		21,000 Gold
	3: Offer the White Snake Ring		3: 1500 Gold
	4: Use 5 Spring Waters to clean the Dosojin		4: Silver Snake Ring (P.137)
	Complete steps 1 to 4 in order to clear		Clear: 2000 Gold
Strategy Point	In the quest procedure, accessories are required in addition to materials. The White Snake Ring can be obtained from the treasure chest of the Shanoa Great Tree (P.052), so it is advisable to use it. Also, clearing this quest increases the rewards for Quest 13, so it is beneficial to complete it.		

System Explanation | Story Walkthrough | Data Analysis | Quest Strategy

⑩ Gathering Materials for the Mysterious Medicine

		Requester	Shopkeeper's Daughter
Order Period	Chapter 3-5 to Chapter 6-1	Occurrence Location	Segram Village Shop (P.059)
Details	Hand over materials of "Flowers" and "Leaves" collected from various locations in units of 10.		
Procedure	1 Hand over 10 Iko Leaves	Reward	1: 500 Gold
	2: Deliver 10 Komona Flowers		21,000 Gold
	3: Deliver 10 Salimera Leaves		13: 2000 Gold
	4: Deliver 10 Nadoli Flowers		4: 5,000 Gold
	Clear by completing 1 to 4		Clear: Violet Thunder Ring II (P.137)

Strategy Tip: Each time you deliver the requested materials, you will receive Gold as a reward. The Nadoli Flowers required in Step 4 can be obtained from gathering locations such as Kairos Gorge in Chapter 4. Therefore, even if you accept the quest in Chapter 3, it is impossible to clear it immediately.

⑪ Helping the Windmill Craftsman

		Requester	Stubborn Old Craftsman
Available	od: Chapter 5-4 to Chapter 6-1	Occurrence Location	Kyros Village Residential House (P.071)
Details	Collect and deliver the requested materials in order		
Procedure	1: Deliver 10 Beast Feathers	Reward	
	2: Deliver 10 Beast Thick Hides		
	3: Deliver 10 Beast Thin Skins		
	4: Deliver 10 Beast Feathers		
	Complete steps 1 to 4 in order to clear		Clear: Determined Mindset (P.137)

Strategy Points: This quest requires delivering materials in order. Many of these materials are used for synthesizing weapons and armor. Since all of them are materials obtained by defeating monsters, if you are lacking specific materials, refer to the Material Data (P.142) to gather them.

⑫ Where Is the Daughter's Gift Now?

		Requester	Kind Father
Order Period	Chapter5－6～Chapter6－1	Occurrence Location	Kyros Village Residential House (P.071)
Details	Search for an important item dropped somewhere in the northwest part of Kairos Canyon		
Procedure	1: Show the rugged earring	Reward	
	2 Show the flashy earrings		
	3: Show the mysterious earrings		
	4: Give the cute earrings		
	Clear upon achieving 4		Clear: Vitality Belt II (P.137)

me a攻略ポイン: When you accept the quest, you will be able to pick up each earring in Kairos Gorge (P.070). If you pick up and give the cute earrings, the quest will be cleared and it will beco ト. However, since these earrings can also be equipped, it is recommended to obtain earrings 1 to 3 regardless of the clear conditions.

⑬ Forest Dosojin Pilgrimage ・Part Two

		Requester	Devout Old Woman
Acceptance Period	Anytime after Chapter 7-3	Occurrence Location	Shanua Village Private House (P.048)
Details	Bring the requested offerings to the Dosojin in Shanoa Forest		
Procedure	1: Receive 1 Nadri Flower	Reward	
	2 Offer 7 Nadri Flowers and 5 Striga Leaves to the Dosojin		21,000 Gold
	3: Consume 20 withered trees and 20 petrified twigs to repair the shrine		3: 2,000 Gold
	4: Offer 5 five-colored sacred waters to the Dosojin		4: Increase the maximum HP of all party members by 100
	Complete steps 1 to 4 in order to clear		Clear reward: 5000 gold (when Quest ⑨ is cleared), 2000 gold (if Quest ⑨ is not cleared)

strategy tip: This quest increases the maximum HP of all party members, so it is recommended to clear it as early as possible. The five-colored sacred waters used in Step 4 can be obtained at each sacred site. To collect them easily, use the gathering spots at the Sea Sacred Site (P.109). Note that the clear reward decreases if Quest ⑨ is not cleared.

⑭ Searching for the Lost Piccard

		Requester	Boy who raises Piccards
Order Period	Anytime after Chapter 7-3	Occurrence Location	Segram Village (P.059)
Details	Find the small animal "Piccard" that ran away somewhere and bring it back to the boy		
Procedure	Clear by bringing back 7 Piccards	Reward	Clear Crimson Magatama (P.137)

Wilderness (P.091: Picard can be found at the Shrine of Beginning (P.043), Shanoa Forest Clearing (P.047), in front of the Great Tree in Shanoa Forest (P.049), Cave Passage (P.057), Flame Temple (P.060),), and Moonshadow Path (P.094). Since only one can be caught at a time, be sure to hand it over to the client immediately after catching it.

⑮ Lecture: The Five Great Dragons of Altago

		Dependent	A Serious Young Researcher
Order Period:	Anytime after Chapter 7-2	Occurrence Location	Iska's Hidden Village Residential House (P.084)
Details	Show the "Ore" materials that can be collected at the Dragon Sanctuary		
Procedure	1: Show the Earthquake Stone	Reward	1: You can listen to the lecture at the Dragon Altar
	2: Show the Fire Shadow Stone		2: You can listen to the lecture at the Dragon Sanctuary
	3: Show the Wind Cloud Stone		3: You can listen to the lecture on the Dragon Secret Stone
	4: Show the Sea Roar Stone		4: You can listen to the lecture on the roles of the Five Great Dragons
	5: Show the Moonstone		5: You can listen to the lecture on the Dragon Warriors
	Clear by completing 1 to 5		Clear: Black Talisman (P.137)

and攻略ポイント: The materials to be shown in the procedure can be collected at each sanctuary. Since the Moonstone is ultimately required, clearing is possible only after Chapter 10. If you want to listen to lectures deeply related to the story it is recommended to visit the client each time you obtain the respective materials.

⑯ Practical Test of Special Synthesis

		Client	Knowledgeable Workshop Chief
Acceptance Period	Anytime after Chapter 7-2	Occurrence Location	Iska's Hidden Village ・Shop (P.084)
Details	Refer to the literature on the workshop shelf and synthesize all the elixirs at Iska's workshop.		
Procedure	1: Synthesize the Elixir of Life.	Reward	
	2 Synthesize the Elixir of Strength.		
	3: Synthesize the Elixir of Protection.		
	4: Synthesize the Elixir of Skill.		
	Synthesize the 5th Elixir.		
	Clear by completing 1 to 5		Clear: Aura Talisman (P.137)

Strategy Points: You must synthesize five types of elixirs. The Five-Colored Spirit Water and the Underworld Holy Water required for synthesizing each elixir are very difficult to collect, so be careful. The Five-Colored Spirit Water can be efficiently gathered at the Sea Spirit Sanctuary (P.109), and the Underworld Holy Water can be collected at the Well of Souls (P.121).

⑰ Segram's Sacred Flame

Acceptance Period: Anytime after Chapter 8-3		Dependent	Segram's Captain of Warriors
		Occurrence Location	Altago City (P.103)
Details	Bring the Sacred Flame from the Segram Village's Worship Hall		
Procedure	1: Receive the Beast Fang Fire Tube 2: Obtain the Beast Fang Fire Seed at the Worship Hall in Segram Village 3: Hand over the Beast Fang Fire Seed to the Captain of Warriors Clear by completing steps 1 to 3 in order	Reward	Clear: Shiden's Ring III (P.137)
Strategy Points	Although the quest acceptance period is late, the steps to clear it are simple. When going to the village of Segram, use the Transposition of the Flame Mark. Additionally, clearing this quest lights the Sacred Flames in various locations of Altago City, causing slight changes in the city's appearance.		

⑱ Epic Song: Unicorn Hunt

		Dependent	? ? ?
Order Period	Anytime after Chapter 2-2	Occurrence Location	Outskirts of Altago Plains (P.045)
Details	Defeat the giant beast Valkirios located on the outskirts of Altago Plains.		
Procedure	Clearing is achieved by defeating the unicorn Valkirios.	Reward	Clear: Dragon Orb (P.139)
Strategy Point:	The quest is added to the Adventure Log upon encountering the monster. Clearing is achieved by defeating the monster, and the Dragon Orb is obtained simultaneously. Quest 192. The monster is weak, so try to obtain the Dragon Orb as early as possible and use it as a means of recovery in dungeons.		

⑲ Epic Song: Sand Eater Hunt

		Dependent	? ? ?
Order Period	Anytime after Chapter 3-6	Occurrence Location	Segram Desert: In front of the Flame Temple (P.059)
Details	Defeat the giant beast "Sodiorum" located east of the Segram Desert		
Procedure	Sand Eater Clear by defeating "Sodiorum"	Reward	Clear: Dogi's EXTRA skill is enhanced
Strategy Points	When encountering monsters, quests are added. Defeating monsters drops a Power Core, and examining it enhances Dogi's EXTRA skill up to Level 3. However, even if monsters are defeated before Chapter 6, the Power Core does not appear immediately; it only appears from Chapter 7 onwards.		

⑳ "Giant Song Centipede Extermination"

		Dependent	? ? ?
Order Period	Anytime after Chapter 3-4	Occurrence Location	Segram Desert Outskirts (P.058)
Details	Defeat the giant beast "Miriuldu" located west of the Segram Desert		
Procedure	Clear by defeating "Miriuldu" of the Earth	Reward	Clear: Gash's EXTRA Skill is Enhanced
	Similar to Quest 119, defeating it will enhance Gash's EXTRA Skill up to Lv3. The Power Core can only be obtained from Chapter 7 onward, but since it is very strong when fighting together, it is difficult to defeat before Chapter 6. Use safe locations to fight after you are able to deal damage.		

Monster Strategies for Quests 18~21

Quest (18)

No.114 Unicorn ≪Valkirios≫

Boss Data

Lv	HP	STR	DEF	DEX	AGL	Stun	Float
32	30100	414	212	57	93	A	△

Circle Around to Attack from Behind

If you stand in front of the Unicorn ≪Valkirios≫ during battle, it will launch attacks such as head swings and light orb attacks. Therefore, you should basically aim to fight by circling around to its back. When behind the monster, it will not use head swing or light orb attacks, so the only damage you will take comes from tail attacks and shockwaves caused by stomping attacks. Both of these attacks can be easily avoided by watching their preparatory movements and quickly dodging away. After evading the attack, stick to its back again and safely deal damage.

◆Attacks aimed at the front are powerful. Facing them head-on will lead to a tough battle, so keep attacking from behind.

Attack to Watch Out For 1

Neck Swing Attack

A sweeping attack with a long neck toward the front. Since it is an attack aimed at the front, it is best to move to the side to avoid it. Although the attack power is high, it is rarely used if you are behind the enemy.

Attacks to Watch Out For 2

Tail Attack

Attacks by slamming the tail onto the ground. When you are behind, this attack is used frequently. If you see the tail raise as a preparatory movement, quickly move away and escape outside the attack range.

System Explanation
Story Walkthrough
Data Analysis
Quest Strategy

Quest 19

No.115 Sand Eater ≪Sordiorum≫

Boss Data

Lv HP | STR DEF DEX AGL Stun | Float [redacted]

40 27800 427 288 69 119 E [redacted] △

Attack to Watch Out For 1

[Quicksand Attack

Presses its head against the grou nd to generate quicksand. Touching t he quicksand will cause you to be su cked in and take damage. If you stay away from the quicksand, you will n ot be harmed, so deal damage from a safe distance.

Launch attacks safely from a distance

This monster is always burrowed underground and only appears when attacking. Generally, the safest opportunity to attack is while it is underground, so deal full damage during that time. Additionally, its frequently used quicksand attack and swinging attack can be easily avoided by keeping your distance. Therefore, aiming for ranged attacks with Aisha or Myshella is effective. It occasionally launches sand balls, but you can guard against them after observing the preparatory movement.

◆ The quicksand attack ca n be guarded against more than 10 times consecutively. Try to aim for this to build up the EXTRA gauge.

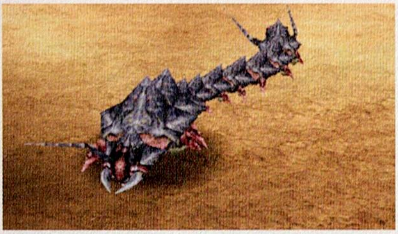
Attack to Watch Out For 2

Swinging Attack

It swings its head around to attack t he surroundings. Since the preparatory m ovement is hard to recognize, you should keep your distance once its head emerg es from the ground. After the attack, it burrows back into the ground, so approa ch and attack the head.

クエスト⑳

No.116 Earth Worm ≪Miriuldu≫



Boss Data

Lv HP STR D DEX AGL Stun Float

47 46600 658 443 85 178 A ○

Attack to Watch Out For 1

"Charge

Emitting white smoke from its head is the preparatory movement, then it advances forward to attack. Moving left or right allows easy evasion. You can guard consecutively, and build up the EXTRA gauge as well.

Target the openings after it launches an attack.

The behavior pattern is simple, only performing ch arge attacks and spinning tail attacks. Both have ope nings after the attack, so strike during those moment s. Also, the monster cannot enter the position shown in the photo below, so attacking from there should allow you to steadily deal damage and defeat it even at a low level. In that case, aim for the tail, which is easier to damage than the main body.

◆ Lure the monste r out, escape to th is location, and att ack. Repeat this to defeat it safely.

Attacks to Watch Out For 2

Spinning Tail Attack

After bending its tail, it swing s the tail around in a spinning motion to attack the surrounding s. If you are not close, you won't be hit, so once you confirm the preparatory movement, keep yo ur distance.

Data Analysis

DATA ANALYSIS

System Explanation

ストーリー攻略

Data Analysis

Item-Related Data: Weapons

DATA ANALYSIS

Item-Related Data

This section comprehensively lists data related to items. It includes detailed data and acquisition methods for each item, as well as the shop's sales list, which can be checked alongside the sales periods.

Equipment Data

Here is data regarding each character's equipment: Weapon, Armor, Shield, and Accessory. The order corresponds to how the equipment item data is viewed in the camp.

The order matches the sequence in the INVENTORY menu, and except for Accessories, items are basically arranged in descending order of STR and DEF.

1	Norlul's Sword Slas	STR 338	Value 40	
	Skill: Spinning Frenzy 5	Acquisition Method: Shop: Iska's 6	Acquisition Chapter 7	
1	Kelo 2 World 4	STR 3 DEF 90	価値 714	
	Acquisition Method: Treasure Chest: Sea's 6			

1 2 3 4 6 7 (レザー アーマー 100 初期装備)

1 2 8 3 4 6 7

■ Item Image: Only icons are displayed except for weapons and shields.

2 Item Name: The name of the item. For weapons, the attack attribute is also listed.

3 Ability Values: The ability values that increase when equipped are listed.

4 Value: The value of each item. When purchasing at shops, it is this amount; when selling, it is half; synthesis cost is one-tenth.

Chapter 7 Skills: The names of skills that can be learned with that weapon are listed.

6 Acquisition Method: "Shop" indicates shops where items can be purchased, "Treasure Chest" indicates maps where items can be obtained, and "Synthesis" indicates key materials. For other details, please refer to the linked page.

7 Acquisition Chapter indicates the Chapter in which the item becomes obtainable.

8 Effect Description: Explanation of the accessory's effects.

【Weapon (Weapon)】

Sword

Name	Attribute	Skill	Acquisition Method	STR	Value	Acquisition Chapter
Short Sword	Slash	—	Initial Equipment	4	0	1
Shamshir	Slash	Strings	Shop: Altago City	8	500	1
Long Katana	Slash	Lower Thrust	Synthesis: Iron Ore	10	1000	1
Gladius	Slash	—	Event (P.076)	12	1000	6
Long Sword	Slash	Dash Slash	Shop: Shanua Village	18	2000	2
Sesero Cutter	Slash	Downward Thrust	Synthesis - Forest Coal Stone	23	3000	2
Silver Fang	Slash	Strings	Shop - Segram Village	38	10000	3
Warure	Slash	Rise Slash	Synthesis: Sand Heat Stone	47	12000	3
Flat Saber	Slash	Lower Thrust	Shop: Kairos Village	84	15000	5
Golden Sha Sword	Slash	Spinning Frenzy	Synthesis: Light Ash Stone	102	18000	5
Great Sword	Hit	Photon Blade	Store: Altago City	114	20000	6
Estoc		Scud Sword	Treasure Chest: Edna's Ruins	130	20000	6
Normarl Sword	Slash	Rotational Frenzy	Shop: Iska's Hidden Village	138	25000	7
Spear Sword Thrus		Aerial Thrust	Shop: Iska's Hidden Village	138	25000	7
Beast Slayer Strike		Photon Blade	Shop: Iska's Hidden Village	143	25000	7
Killer Bee		Squad Sword	Shop: Shanoa Village	146	30000	7
Calavera	Slash	Rise Slash	Synthesis - Earth Spirit Stone	163	30000	7
Bear Killer	Blun	Power Smash	Synthesis - Earth Spirit Stone	168	30000	7
Senseric		Beat Down	Shop: Segram Village	172	35000	[illegible]
Talwar	Slash	Strings	Synthesis: Fire Shadow Stone	201	35000	7
Heavy Sword	Hit	Power Smash	Synthesis: Fire Shadow Stone	207	35000	7
Iron Cutter	Slash	Spinning Slash	Store: Kairos Village	212	40000	7

Name	Skill	Acquisition Method	Type	STR	Value	Acquisition Chapter
Feather Fleuret	Aerial Thrust	Synthesis: Windstorm Stone		249	40000	7
Rock-Cleaving Sword	Power Smash	Synthesis: Wind Cloud Stone	Hit	255	40000	7
Damascus Sword	Rise Slash	Shop: Altago City	Slash	262	50000	8
Slender Sword	Beat Down	Store Altago City		262	50000	8
Giant Edge	Quick Break	Store: Altago City	Strike	269	50000	8
Mirage Edge	Spinning Slash	Synthesis: Seastone	Slash	290	50000	8
Crystal Sword	Aerial Thrust	Synthesis: Sea Roar Stone		290	50000	8
Zweihander	Photon Blade	Synthesis: Sea Roar Stone	Hit	298	50000	8
Chaos Sword	Star Formation	Treasure Chest Sea Sanctuary	Slash	305	50000	8
Iska's Ancient Sword	Lower Thrust	Shop: Iska's Hidden Village	Slash	321	50000	
Oracle Sword	Scud Sword	Shop: Iska's Hidden Village		321	50000	9
Valona Strike	Quick Break	Shop: Iska's Hidden Village		330		9
Red Sun Sword	Star Formation	Synthesis: Moonlight Stone	Slash	397	100000	10
Arshel	Beat Down	Synthesis: Moonstone		397	100000	10
Tyrant Sword	Quick Break	Synthesis: Moonstone	Hit	407	100000	10
Hyper Cutter	Rotational Frenzy	Treasure Chest Well of Souls	Slash	357	100000	10
Karioshirion	Stellard Formation	Synthesis: Moon Secret Stone	All	457	0	10

Fist

Name	Skill	Acquisition Method	Type	STR	Value	Acquisition Chapter
Leather Gloves	—	Initial Equipment	Hit	4	0	1
Sphylai	Combination	Store: Altago City	Hit	8	500	1
Beast Leather Gauntlets	Uppercut	Synthesized Beast Leather	Hit	10	1000	1
Steel Pointed Armor	Bash	Shop - Shanoa Village	Hit	17	2000	2
Leather Gauntlet	Combination	Synthesis - Forest Coal Stone	Hit	22	3000	2
Red Copper Gauntlet	Uppercut	Shop: Segram Village	Hit	36	10000	3
Apir Knuckle	Caesar Rush	Synthesis: Sand Heat Stone	Hit	45	12000	3
Baku=Naku	Bash	Shop: Kairos Village	Strike	80	15000	5
Jenna	Plust Kick	Synthesis: Light Gray Stone	Hit	97	18000	5
Gauntlet	Might Quake	Shop Altago City	Hit	104	20000	6
Garmansestus Strike Va	Crash	Treasure Chest: Edna's Homeland		24	20000	6
Dark Purple Gauntlet	Online Pact	Shop: Iska's Hidden Village	Hit	131	25000	7
Black Iron Gauntlet	Earth Knocker	Shop: Village of Shanua	Hit	139	30000	7
Kinly Cestus	Crash	Synthesis: Earth Spirit Stone	Hit	155	30000	7
Viem Knuckle	Caesar Rush	Store: Segram Village	Hit	163	35000	7
Sand-Eating Gauntlet	Spinning Kick	Synthesis - Fire Shadow Stone	Hit	191	35000	7
Black Silver Gauntlet	Wild Rage	Shop - Kairos Village	Hit	201	40000	7
Elha Knuckle	Online Pact	Synthesis: Wind Cloud Stone	Hit	224	40000	7
Beast Bone Gauntlet	Straight	Shop: Altago City	Hit	249	50000	8
Giant Beast Gauntlet	Spinning Kick	Synthesis: Seastone	Hit	276	50000	8
Great Arm	Grand Slam	Treasure Chest: Sea Sanctuary	Hit	290	50000	8
Riene Jenna	Wild Rage	Shop: Iska's Hidden Village	Hit	305	50000	9
June Flash Armor	Grand Slam	Treasure Chest Well of Souls	Hit	339	100000	10
Inori	Wild Rage	Synthesis: Moonstone	Hit	377	100000	10
Serisent Noah	Grand Slam	Synthesis: Moonstone	Hit	434	0	10

System Explanation
Story Walkthrough
Data Analysis
Item-Related Data : Weapon

弓

Name	Skill	Acquisition Method	STR	Value	Acquisition Chapter
Hindi	Wide Arrow	Initial Equipment	23	2000	3
Longbow Shot	Tumble Arrow	Shop: Segram Village	34	10000	3
Cafes Bow Shot	Killer Hornet	Synthesis: Dry Old Wood	42	12000	3
Sainty Bow Shot	Step Shot	Shop: Kairos Village	76	15000	5
Orkilo Bow	Hydro Shot	Synthesis: Withered Hard Wood	92	18000	5
Composite Bow	Spread Line	Shop: Altago City	98	20000	6
Kamasa	Aqua Burst	Treasure Chest: Edna's Old Land	117	20000	6
Next Crescent 弓	Killer Hornet	Shop: Iska's Hidden Village	124	25000	7
Uta Sh	Somersault	Shop: Shanua Village	131	30000	7
Rapier Flare	Heavy Blast	Synthesis: Earth Spirit Stone	147	30000	7
Sena Composite	Sky Wonder	Shop: Segram Village	155	35000	7
Sen-a-Pile	Aqua Burst	Synthesis: Fire Shadow Stone	181	35000	7
Catapitas Bow	Step Shot	Shop: Kairos Village	191	40000	7
Kikure	Rising Arrow	Synthesis: Wind Cloud Stone	212	40000	7
Falcon Bow	Waspeater	Shop: Altago City	236	50000	8
Platinum B	Heavy Blast	…inari Stone	261	50000	8
Albatross Shot S	Cataract Blue	Treasure Chest: Sea Sanctuary			8
Coco	Rising Arrow	Shop: Iska's Hidden Village	289	50000	9
Hurei Shot	Cataract Blue	Treasure Chest: Well of Souls	321	100000	10
★Echidna's Bow	Sky Wonder	Synthesis: Moonlight Stone	357	100000	10
Obiscuta	Cataract Blue	Synthesis: Sea Secret Stone	411	0	10

Halberd

Name	Skill	Acquisition Method	STR	Value	Acquisition Chapter
Halberd	Kusunagi	Initial Equipment	114	20000	6
Trident	Ranbu・Rensen Axe	Treasure Chest: Edna's Homeland	137	20000	6
Crescent Axe	Dragon Fang Strike	Shop: Iska's Hidden Village	145	25000	7
Grave	Talisman Art: Explosive Thunder Formation	Shop: Shanua Village	153	30000	7
Storm Axe	Spiral Slash	Synthesis: Earth Spirit Stone		30000	7
Valdish	Helmet Splitter	Shop: Segram Village		35000	7
X Korsesca	Wolf Fang Strike	Synthesis: Fire Shadow Stone	211	35000	7
Bahara	Technique: Flying Fish	Shop: Kairos Village	223	40000	7
Setine=Rui	Flying Swallow Cross	Synthesis: Faun Stone	261	40000	7
Great Axe	Futsu・Great Ant Hell	Shop: Altago City	275	50000	8
Behemoth War Spear	Kamaitachi	Synthesis: Seastone	305	50000	8
Sid Rondo	Shockwave Cross	Treasure Chest: Sea Sanctuary	320	50000	8
Executor	Axe Technique: Annihilation Frenzy	Shop: Iska's Hidden Village	337	50000	9
Duera	Shockwave Cross	Treasure Chest: Well of Souls	375	100000	10
Thorn Harix	Frenzy Dance: Continuous Flash Axe	Synthesis: Moonlight Stone	417	100000	10
Xeno=Aides	Shockwave Cross	Synthesis: Moonlight Stone	480	0	10

Staff

Name	Skill	Acquisition Method	STR	Value	Acquisition Chapter
Length of Prayer	Wind Cutter	Initial Equipment	76	15000	5
Feather Rod		Synthesis: Light	92	18000	5
3 Marble Rod	Absorption	Shop: Iska's Hidden Village	124	25000	7
Locorico's Staff	Aerial Beak	Shop: Village of Shanua	131	30000	7

Name	Type	STR	Value	Skill	Acquisition Method	Acquisition Chapter
Rasheemjit's Staff		147	30000	Ascension	Synthesis - Earth Spirit Stone	7
Totomano's Staff		155	35000	Mistwind	Shop: Segram Village	7
Crystal Rod		181	35000	Triscloud	Synthesis: Fire Shadow Stone	7
Arteon Rod		191	40000	Storm Gust	Shop: Kairos Village	7
Clear Mirror Tin Staff		224	40000	Verge Wind	Synthesis: Storm Stone	7
Aedas's Secret Staff		229	40000	Aerial Orb	Treasure Chest: Wind Sanctuary	7
Mystel Cane		236	50000	Depression	Shop - Altago City	8
Pramar Rod		275	50000	Calm Gust	Synthesis: Seastone	8
Silver Tin Rod		289	50000	Atomiscutter	Shop: Iska's Hidden Village	9
Volos's Plate		321	100000	Aerial Orb	Treasure Chest Well of Souls	10
Arc Rod		357	100000	Aerial Peak	Synthesis: Moonlight Stone	10
Antecrysta	Range	411	0	Aerial Orb	Synthesis: Wind Secret Stone	10

Great Hammer

Name	Type	STR	Value	Skill	Acquisition Method	Acquisition Chapter
Large Wooden Hammer	Hit	42	10000	Hammer Stamp	Initial Equipment	3
Iron Heavy Stone Hammer	Hit	52	12000	Dash Geyser	Synthesis: Sand Heat Stone	3
War Hammer	Blunt	[illegible]	25000	Clap Pound	Shop: Iska Hidden Village	7
Cladiac	Hit	161	30000	Ignis Blaze	Shop: Shanoa Village	7
Log Drop	Hit	179	30000	Empowered	Synthesis: Earth Spirit Stone	7
Skull Hammer	Hit	189	35000	Volcano	Shop: Segram Village	7
Segram's Heavy Hammer	Hit	221	35000	Full Swing	Synthesis: Fire Shadow Stone	7
Ang=Aribas	Hit	226	35000	Dragon Blaze	Treasure Chest: Flame Sanctuary	7
Stone Hammer	Blunt	233	40000	Dash Geyser	Shop: Kairos Village	7
Ashera	Hit	274	40000	Burst Swing	Synthesis: Wind Cloud Stone	7
Rubber Hammer	Hit	288	50000	Provoke	Shop: Altago City	8
Rock-Eating Hammer	Hit	336	50000	Meteor Smash	Synthesis: Uminari Stone	8
Moonshadow Great War 槌	Hit	353	50000	Crimson Pillar	Shop: Iska's Hidden Village	9
Stompy	Hit	393	100000	Dragon Blaze	Treasure Chest: Well of Souls	10
Revoak	Hit	437	100000	Revolve Swing	Synthesis: Moonlight Stone	10
E = Alpuzzle	Hit	503	0	Dragon Blaze	Synthesis: Flame Secret Stone	10

Double Blades

Name	Type	STR	Value	Skill	Acquisition Method	Acquisition Chapter
Ele's Double Blades	Slash	18	2000	Wheel	Initial Equipment	2
Sen=Reion	Slash	23	3000	Upper Wheel	Synthesis: Forest Carbon Stone	2
Pase=Pase	Slash	138	25000	Spinning Edge	Shop: Iska's Hidden Village	7
Raninia Machia	Slash	[illegible]	30000	Ground Bite	Shop: Shanua Village	7
Crane Twin Blades	Slash	163	30000	Lockbite	Synthesis: Earth Spirit Stone	7
Dark Purple Twin Flying Blades	Slash	168	30000	Harvel Spin	Treasure Chest: Earth Sanctuary	7
Childark	Slash	172	35000	Bandit	Shop: Segram Village	7
Twin Silver Blades	Slash	201	35000	Crestfall	Synthesis: Fire Shadow Stone	7
Aldofa=Schiller	Slash	212	40000	Sliding	Shop: Kairos Village	7
Kuredorere	Slash	249	40000	Lumbering High	Synthesis: Wind Cloud Stone	7
Chichaku	Slash	262	50000	Steal	Shop: Altago City	8
Granny Twin 刃	Slash	305	50000	Aird Charge	Synthesis: Uminari Stone	8
Iska's Ancient Twin Blades	Slash	321	50000	Leaf Boomerang	Shop: Iska's Hidden Village	9
Syraid	Slash	357	100000	Harvel Spin	Treasure Chest Well of Souls	10
Phantom Moonblade of the Golden Chain	Slash	397	100000	Lumbering High	Synthesis: Moonstone	10
Ram = Sema	Slash	457	0	Harvel Spin	Synthesis: Earth Secret Stone	10

[Armor (Body Armor)]

Armor

Name	DEF	Value	Method of Acquisition	Chapter
Leather Armor	3	100	Initial Equipment	1
[Chain Mail	6	300	Shop: Altago City	1
Kitro Armor	12	1500	Shop: Shanua Village	2
Red Copper Armor	28	3000	Shop: Segram Village	3
White Feather Armor	57	6000	Shop: Kairos Village	5
Dragoon Mail	74	10000	Shop: Altago City	6
Spiked Leather	87	12000	Treasure Chest Edna's Homeland	6
Moon Plate Mail	99	10000	Shop: Iska Hidden Village	7

Name	DEF	Value	Method of Acquisition	Chapter
Lamellar Armor	106	15000	Shop: Shanua Village	7
Black Beast Shell Armor	120	20000	Shop: Segram Village	7
Full Plate	142	25000	Store Kairos Village	7
Reflex	156	30000	Shop: Altago City	8
Chaos Armor	181	35000	Treasure Chest: Sea Sanctuary	8
Galar Plate	215	30000	Shop: Iska Hidden Village	9
Nonowar=Fren	242	100000	Shop: Iska's Hidden Village	10
Seania Armor	272	100000	Synthesis: Soul Source Stone	10

Light Armor

Name	DEF	Value	Method of Acquisition	Chapter
Leather Breastplate	2	100	Initial Equipment	1
Chain Guard	5	250	Shop: Altago City	1
Steel Breastplate	10	1200	Shop: Shanua Village	2
Beast Bone Chest Armor	25	2500	Shop: Segram Village	3
Silera Guard	52	5000	Shop: Kairos Village	5
Breast Guard	68	9000	Shop: Altago City	6
Lorica=Muscula	82	10000	Treasure Chest Edna's Homeland	6
Iris	91	9000	Shop: Iska's Hidden Village	7

Name	DEF	Value	Method of Acquisition	Chapter
Botokari Armor	100	14000	Shop: Shanua Village	7
Quira Guard	114	19000	Shop: Segram Village	7
Hexabeast Armor	136	24000	Shop: Kairos Village	7
Jiriba Butter	146	29000	Shop: Altago City	8
◆Rare = Scale	174	34000	Treasure Chest Sea Sanctuary	8
Lunar Calendar Chest Armor	208	29000	Shop: Iska's Hidden Village	9
●Rine=Iris	232	90000	Shop: Iska's Hidden Village	10
★Null=Pain	262	90000	Synthesis: Soul Source Stone	10

Clothing

Name	DEF	価値	Method of Acquisition	Chapter
Balquet	9	250	Shop: Shanoa Village	2
Traveler's Robe	11	1500	Treasure Chest Cave Path	3
☆Doublet	23	2000	Shop: Segram Village	3
★Radiant Robe	50	4000	Shop: Kairos Village	5
Crane Vest	66	8000	Shop: Altago City	6
Chain Cross	79	9000	Treasure Chest Edna's Homeland	6
Crescent Robe	89	8000	Shop: Iska's Hidden Village	7
Reno's Warrior Outfit	98	13000	Shop: Shanua Village	7

Name	DEF	Value	Method of Acquisition	Chapter
Rothcrane	105	18000	Shop: Segram Village	7
Emerald Flame Robe	132	23000	Shop: Kairos Village	7
Harvest Cross	146	28000	Shop: Altago City	8
Dalmatic	166	33000	Treasure Chest Sea Sanctuary	8
[Dark Mishler	207	28000	Shop: Isaka's Hidden Village	9
Rine = Crane	224	80000	Shop: Iska's Hidden Village	10
Void Cross	252	80000	Synthesis: Soul Source 石	10

■Shield (Arm Armor)

盾

Name	STR	DEF	Value	Acquisition Method	Acquisition Chapter
Buckler	0	[illegible]	100	Initial Equipment	1
Small Shield	1	4	200	Shop: Altago City	1
Rosette	2	8	1000	Shop: Shanoa Village	2
Aesel Hard Shield	3	14	2000	Shop: Segram Village	3
Banded Shield	5	28	3000	Shop: Kairos Village	5
Ogre Shield	1	36	5000	Chest: Edna's Homeland	6
Crest Shield	6	39	4000	Shop: Altago City	6
Riekenna	8	57	4000	Shop: Iska's Hidden Village	7
Garman Shield	10	73	6000	Shop: Altago City	8
Chaos Shield	13	90	[illegible]	Treasure Chest: Sea Sanctuary	8
Iska's Shield	14	105	8000	Shop: Iska's Hidden Village	9
Red Moon Shield	16	120	50000	Shop: Iska's Hidden Village	10
Innocent Shield	2	140	50000	Synthesis: Soul Source Stone	10

◆The only thing that changes besides weapons is Shield graphic. The protagonist's A ga It is a privilege only for Dols.

Bracelet

Name	DEF	Value	Method of Acquisition	Acquisition Chapter
Wooden Bracelet	2	100	Initial Equipment	1
Sailor's Misanga	3	200	Shop: Altago City	1
Feather Bangle	7	1000	Shop: Shanua Village	2
Black Iron Bracelet	10	1500	Synthesis: Forest Carbon Stone	2
Levard Bangle	13	2000	Shop: Segram Village	3
Red Copper Bracelet	15	2500	Synthesis: Sand Heat Stone	3
Indigo Feather Bangle	27	3000	Shop: Kairos Village	5
White Steel Bracelet	31	3500	Synthesis: Light Gray Stone	5

Name	DEF	Value	Method of Acquisition	Acquisition Chapter
Steel Bracelet	37	4000	Shop Altago City	6
Moon Bracelet	55	4000	Shop: Iska's Hidden Village	7
Purple Gold Bangle	62	5000	Synthesis Earth Spirit Stone	7
Skull Bracelet	74	6000	Shop: Altago City	8
Grace Bangle	86	7000	Synthesis: Sea Roar Stone	8
Lantern Bracelet	100	8000	Shop: Iska's Hidden Village	9
Moonshadow Bangle	120	50000	Shop: Iska's Hidden Village	10
Aragenma	140	50000	Synthesis: Soul Source Stone	10

[Accessory]

Name	Effect Description	STR	DEF	DEX	AGL	Value	Method of Acquisition	Acquisition Chapter
Training Collar I	Skill experience gained when using skills increases by 1	0	0	0	0	1000	Synthesis: Mudstone	4
Training Collar II	Skill experience gained when using skills increases by 2	0	0	0	0	10000	Synthesis: Hokage Stone	7
Training Collar III	Skill experience gained when using skills increases by 3	0	0	0	0	50000	Treasure Chest: Sea Sanctuary (P.108)	8
Shiden Ring I	Stun value dealt to enemies increases by 10%	0	0	0	0	1000	Synthesis: Iron Ore	3
Shiden Ring II	Stun value dealt to enemies increases by 20%	0	0	0	0	10000	Synthesis: Iron Ore	7
Shiden Ring III	Stun value dealt to enemies increases by 30%	0	0	0	0	50000	Quest 17 (P.128)	8
Vitality Belt I	Max HP increases by 100	0	0	0	0	1000	Synthesis: Forest Coal Stone	2
Vitality Belt II	Max HP increases by 300	0	0	0	0	10000	Synthesis: Earth Spirit Stone	7
Vitality Belt III	Max HP increases by 500	0	0	0	0	20000	Synthesis Earth Spirit Stone	7
Power Wrist I	STR increases by 10	10	0	0	0	1000	Synthesis: Sand Heat Stone	3
Power Wrist II	STR increases by 30	30	0	0	0	10000	Synthesis: Hokage Stone	7
Power Wrist III	STR increases by 50	50	0	0	0	20000	Synthesis: Fire Shadow Stone	7
Shield Ring I	DEF increases by 10	0	10	0	0	1000	Synthesis: Forest Coal Stone	2
Shield Ring II	DEF increases by 30	0	30	0	0	10000	Synthesis: Earth Spirit Stone	7
Shield Ring III	DEF increases by 50	0	50	0	0	20000	Synthesis: Earth Spirit Stone	7
Hawkeye I	DEX increases by 10	0	0	10	0	1000	Synthesis: Light Gray Stone	5
Hawkeye II	DEX increases by 30	0	0	30	0	10000	Synthesis: Wind Cloud Stone	7
Hawkeye III	DEX increases by 50	0	0	50	0	20000	Synthesis: Wind Cloud Stone	7
Kagero Brooch I	AGL increases by 10	0	0	0	10	1000	Synthesis: Heavy Hard Stone	6
Kagero Brooch II	AGL increases by 30	0	0	0	30	10000	Synthesis: Sea Roar Stone	8
Kagero Brooch III	AGL increases by 50	0	0	0	50	20000	Synthesis: Sea Roar Stone	8
Stone Ring	Attacked enemies have a certain chance to be inflicted with the Petrification status abnormality	0	5	0	0	10000	Synthesis: Iron Ore	7
Ice Ring	Attacked enemies have a certain chance to be inflicted with the Freeze status abnormality	0	0	5	0	10000	Synthesis: Iron Ore	8
Poison Ring	Attacked enemies have a certain probability of being inflicted with the poison status abnormality.	5	0	0	0	10000	Synthesis: Iron Ore	7
Flame Ring	Has a certain chance to inflict the Burn status abnormality on attacked enemies	5	0	0	0	10000	Synthesis: Iron Ore	7
Rune Ring	Has a certain chance to inflict the Confusion status abnormality on attacked enemies	0	0	5	0	10000	Synthesis: Iron Ore	7
Gravity Ring	Has a certain chance to inflict the Overweight status abnormality on attacked enemies	0	5	0	0	10000	Synthesis: Iron Ore	7
Gold Pendant	Prevents Petrification status abnormality	0	0	0	0	10000	Synthesis: Light Gray Stone	5
Scorching [illegible]	Prevents Freeze status abnormality	0	0	0	0	10000	Synthesis: Heavy Hard Stone	6
White Snake Ring	Prevents Poison status abnormality	0	5	0	0	10000	Synthesis: Forest Charcoal Stone	2
Silver Serpent Ring	Prevents Poison status abnormality	10	10	0	0	10000	Quest ⑨ (P.127)	2
Asbestos Scarf	Prevents Burn status abnormality	0	0	0	0	10000	Synthesis: Sand Heat Stone	3
Rune Earrings	Prevents Confusion status abnormality	0	0	0	0	10000	Synthesis: Light Gray Stone	5
Silver Feather Ornament	Prevents Overweight status abnormality	0	0	0	0	10000	Synthesis: Forest Charcoal Stone	3
Protective Prayer Beads	Prevents Curse status abnormality	0	0	0	0	10000	Synthesis: Light Gray Stone	5
White Talisman	Prevents all status abnormalities	0	0	0	0	50000	Treasure Chest: Shanoa Forest In Front of the Great Tree (P.049) Well of Souls (P.116)	6
Black Talisman	15% chance to nullify damage	0	0	0	0	50000	Quest 115 (P.128)	10
Sapphire Gemstone	When taking damage, gain 2 SP	0	0	0	0	20000	Treasure Chest: Flame Sanctuary (P.093)	7
Ruby Gemstone	When taking damage, gain 1.5% EXTRA	0	0	0	0	30000	Treasure Chest: Wind Sanctuary (P.096)	7
Fighting Spirit Bandana	SP gained during attacks is increased by 1.5 times	0	0	0	0	100000	Store: Zanzibar Trading Company	3
Spiritual Charm	The EXTRA gauge gained from skills becomes 1.5 times larger	0	0	0	0	50000	Quest 6 (P.128)	10
Medal of Luck	It becomes easier to obtain rare items (P.035)	0	0	0	0	10000	Store: Zanzibar Trading Company	1
Thief's Gloves	Gold dropped by defeated enemies becomes 1.5 times larger	0	0	0	0	20000	Store: Zanzibar Trading Company	1
Dragon Knight's Emblem	Experience points gained become 1.25 times larger	0	0	0	0	50000	Store: Zanzibar Trading Company	8
Spirit's Crown	Gradually recovers HP (approximately 0.45% of maximum HP every 1 second)	0	0	0	0	50000	Treasure Chest: Sea Sanctuary (P.107)	8
Substitute Idol	Revives the wearer upon incapacitation (item disappears)	0	0	0	0	50000	Store: Zanzibar Trading Company	3
Blood Nail	Recovers 0.125% of maximum HP each time damage is dealt to enemies	0	0	0	0	50000	Treasure Chest: Wind Sanctuary (P.100)	7
Heavy Belt	Slows down movement speed but prevents being blown away by strong winds	0	0	0	0	30000	Treasure Chest: Well of Souls (P.119)	10
Beast Soul Mallet	STR DEF DEX AGL increase by (number of defeated enemies / 200)	0	0	0	0	10000	Treasure Chest: Underground Sewers (P.066)	4
Silver Clairvoyance	Displays the locations of "Enemies", "Treasure Chests", "Materials", and "NPCs" on the minimap	0	0	0	0	10000	Treasure Chest: Wilderness (P.091)	8
Expert's Insight	Critical Attack Chance Increases by 10%	0	0	0	0	10000	Quest ⑤ (P.127)	5
Desperate Resolve	Damage Dealt Increases as HP Decreases (1.5x Damage at HP 1)	5	0	0	0	10000	Quest ① (P.128)	5
Blue Magatama	SP Consumption Reduced to 3/4	0	0	5	0	5000	Synthesis: Iron Ore	2
Red Magatama	SP consumption is reduced by half	0	0	5	0	10000	Quest 14 (P.128)	7
Orb of Luck	While moving, gain experience approximately once every 2 seconds (level raised to the power of 0.975)	0	0	0	5	10000	Quest ③ (P.127)	5
Orb of Vitality	While moving, gain 1.5 SP approximately once every 1 second	0	0	5	0	10000	Synthesis: Iron Ore	10
Orb of Divine Speed	Movement speed increases by 30%	0	0	0	5	10000	Treasure Chest Altago Plains West (P.056)	8
Rugged Earrings	Wooden earrings that were found fallen in Kairos Canyon	5	0	0	0	1000	Quests 12 (P.128)	5
Flashy Earrings	A bright red earring that fell in Kairos Gorge	8	0	0	0	1000	Quests 2 (P.128)	5
Mysterious Earrings	A mysterious earring that fell in Kairos Gorge	20	20	0	0	1000	Quests 12 (P.128)	5
Cute Earrings	A cute earring that fell in Kairos Gorge	15	10	0	0	1000	Quests 2 (P.128)	5

System Explanation

Story Walkthrough

Data Analysis

Item Related Data: Menu Item Data

Menu Item Data

The data of each type of item lined up in the item me nu opened with the △ button is listed in the order they appear in the game. By the way, how to view menu item data from the camp menu

Value: The value of each item. When purchasing at shops, it is according to this number; when selling, it is half; synthesis cost is one-tenth.
Possession limit: The maximum number of that item that can be held at one ti me. USE varies by difficulty (EASY / NORMAL / HARD & NIGHTMARE).
Effect description: Explains the effect of the item.
Acquisition Method Describes the means and timing (Chapter) by which it can be obtained. In the case of treasure chests, the map where it is located is also indicated.

In the INVENTORY (catalog) that can be viewed, USE is classified as "Tools," EVENT EQUIP and SYMBOL are clas sified as "Others" (P.013).

◆ There are 50 types of menu items. The sense of accomplishment when all are collected is quite si gnificant.

USE (Item)

Iko's Medicine
Value 100 Possession Count 9/5/3
Effect Description Restores 50 HP to the user
Acquisition Method Shop Synthesis (from Chapter 1 onward)

Salimera's Medicine
Value 500 Possession Count 9/5/3
Effect Description Restores 200 HP to the user
Acquisition Method Shop (from Chapter 1), Synthesis (from Chapter 3)

Nadori's Medicine
Value 1200 Quantity 9/5/3
Effect Description Restores 500 HP to the user
Acquisition Method Shop (from Chapter 3), Synthesis (from Chapter 5)

Striga's Medicine
Value 3000 Quantity 9/5/3
Effect Description Restores 1000 HP to the user
Acquisition Method Shop Synthesis (from Chapter 7 onwards)

Alp's Medicine
Value 8000 Quantity 9/5/3
Effect Description Restores 2000 HP to the user
Acquisition Method Synthesis (from Chapter 10 onwards)

Elixir of Life
Value 10000 Quantity 9/5/3
Effect Description Increases the user's maximum HP by 100
Acquisition Method Synthesis (from Chapter 7 onwards)

Elixir of Strength
Value 10000 Quantity 9/5/3
Effect Description Increases the user's maximum STR by 10
Acquisition Method Synthesis (from Chapter 7 onwards)

Elixir of Defense
Value 10000 Quantity 9/5/3
Effect Description Increases the user's maximum DEF by 10
Acquisition Method Synthesis (from Chapter 7 onwards)

Elixir of Technique
Value 10000 Quantity Held 9/5/3
Effect Description Increases the user's maximum DEX by 10
Acquisition Method Synthesis (After Chapter 10)

Elixir of Agility
Value 10000 Quantity 9/5/3
Effect Description: Increases the user's maximum AGL by 10
Acquisition Method: Synthesis (from Chapter 10 onwards)

Myrrh Incense
Value 800 Possession Count 9/3/1
Effect Description Restores 150 HP to all party members
Acquisition Method Shop (from Chapter 1 onward), Synthesis (from Chapter 2 onward)

Sebrina Incense
Value 3000 Quantity 9/3/1
Effect Description Restores 500 HP to all party members
Acquisition Method Shop (from Chapter 3), Synthesis (from Chapter 5)

Varl Incense
Value 10000 Quantity 9/3/1
Effect Description Restores 1000 HP to all party members
Acquisition Method Synthesis (from Chapter 10)

Kamika's Secret Potion
Value 20 Quantity 9/3/1 Effect Description: Recovers 100 HP for all party members (including incapacitated members) Acquisition Method: Shop (from Chapter 1 onwards), Synthesis (from Chapter 2 onwards) Chiguru's Elixir Value 1000 Q

uantity 9/3/1 Effect Description: Recovers 300 HP for all party members (including incapacitated members) Acquisition Method: Shop (from Chapter 3 onwards), Synthesis (from Chapter 5 onwards) Maom's Elixir Value 3000 Quantity 9/3/1 E

ffect Description: Recovers 1000 HP for all party members (including incapacitated members) Acquisition Method: Synthesis (from Chapter 10 onwards)

Universal Medicine
Value 500 Quantity 9/9/9
Effect Description Cures all status ailments
Acquisition Method Synthesis (from Chapter 2 onwards)

Dragon Energy Drop
Value 5000 Possession Count 9/3/1
Effect Description: Recovers 100 SP
Acquisition Method: Synthesis (from Chapter 7 onwards)

Mirror of Time
Value 1000 Quantity 9/5/3
Effect Description: Stops enemy movement for a certain period (ineffective in boss battles). Breaks after one use.
Acquisition Method: Zanzibar Trading Company (initial stock)

Dragon Fairy Fruit
Value 10000 Quantity Held —
Effect Description Allows you to identify the materials held by enemies. Once used, the effect is permanent.
Acquisition Method Treasure Chest: Altago Plains West (Chapter 3-2)

Supplement for "Other" Items

Items classified as "Other" in the INVENTORY are basically included in either the menu items EVENT, EQUIP, or SYMBOL. However, the seven types of items on the right are exceptions and can only be checked in the INVENTORY.

"Other" Items Not Registered in the Menu

- Duke's Letter of Introduction
- Tia's Medicine
- General's Letter Scarlet Crystal
- Beast Fang Firestarter Beast Fang Fire Tube Picard

■EVENT (Event Items)

Adventure Log | Value — | Possession Quantity —
Effect Description: Various adventure records can be viewed (P.014)
Acquisition Method: Initial Possession

Wind Pipe of Naruseki | Value — | Possession Quantity —
Effect Description: Required to clear the Wind Sanctuary
Acquisition Method: Treasure Chest: Wind Sanctuary (Chapter5-5)

Map of Altago | Value — | Possession Quantity —
Effect Description: Shows current location and destination, also used for teleportation (P.005)
Acquisition Method: Event (Chapter1-1)

King Gong's Ring | Value — | Possession Quantity —
Effect Description: Opens the door of Ruins Island
Acquisition Method: Event (Chapter6-1)

Great Tree Key | Value — | Possession Quantity —
Effect Description: Key to open the entrance of the Shanoa Great Tree
Acquisition Method: Event (Chapter 2-4)

Statue of the Water Spirit | Value — | Possession Quantity —
Effect Description: Required to clear Edna's Homeland
Acquisition Method: Treasure Chest: Edna's Homeland (Chapter 6-2)

Primitive Sap | Value — | Possession Quantity —
Effect Description: Required to clear the Shanoa Great Tree
Acquisition Method: Treasure Chest: Shanoa Great Tree (Chapter 2-5)

Tsukuyomi's Bell | Value — | Possession Quantity —
Effect Description: Required to解除 the barrier of the Iska People
Acquisition Method: Event (Chapter 7-3)

Temple Key | Value — | Possession Quantity —
Effect Description: Key to open the entrance of the Flame Temple
Acquisition Method: Event (Chapter 3-5)

Tia's Hair Ornament Value — | Possession Quantity —
Effect Description: Required to enter the Moon Sanctuary
Acquisition Method Event (Chapter 9-3)

■EQUIP (Party Equipment Items)

Diamond Shoes | Value — | Possession Quantity —
Effect Description: Allows movement while crushing spikes on the map
Acquisition Method: Treasure Chest: Shanoa's Great Tree (Chapter 2-5)

Steel Claws | Value — | Possession Quantity —
Effect Description: Enables movement on ice without slipping
Acquisition Method: Treasure Chest: Sea Sanctuary (Chapter 8-6)

Luminous Stone | Value 5000 Quantity 999
Effect Description: Expands visibility in dark maps and enables viewing of the minimap
Acquisition Method: Train Peddler / Zanzibar Trading Company (From Chapter 3), Event (P.054)

Moon Amulet | Value — | Quantity —
Effect Description: Prevents damage from the high-concentration miasma of the Wind of Ruin
Acquisition Method: Treasure Chest: Well of Souls (Chapter 10-2)

Ice Mist Crystal | Value — | Possession Quantity —
Effect Description: Allows movement over lava
Acquisition Method: Treasure Chest: Flame Temple (Chapter 3-7)

Dragon Orb | Value — | Quantity Held —
Effect Description: Enables natural HP recovery in all locations.
Acquisition Method: Quest 18 [Beast: Unicorn Hunt]

Green Wind Cloak | Value — | Possession Quantity —
Effect Description: Allows you to float high in places where the wind is blowing out.
Acquisition Method: Treasure Chest at the Wind Sanctuary (Chapter 5-5)

Mark of the War God | Value 1,000,000 Quantity Held 999
Effect Description: Increases the natural recharge rate of the EXTRA gauge by 3.5 times.
Acquisition Method: Zanzibar Trading Company (From Chapter 3 onwards)

Sea God's A | Value — | Number of s Held —
Effect Description: Allows breathing underwater (oxygen gauge no longer appears).
Acquisition Method: Treasure Chest: Edna's Homeland (Chapter 6-2)

Wind Demon's 壷 | Value 50,000 Quantity Held 999
Effect Description: Greatly expands the range for collecting items.
Acquisition Method: Zanzibar Trading Company (Initial Sale Item)

■SYMBOL (Symbol Item)

Mark of the Moon | Value — | Quantity Held —
Effect Description: Power granted at the Shrine of Beginnings. Enables the use of EXTRA skills.
Acquisition Method: Upon clearing the Shrine of Beginnings (Chapter 1-3)

Earth Secret Stone | Value — | Possession Count —
Effect Description: A mysterious stone bestowed by the Earth Dragon who governs "Abundance".
Acquisition Method: Cleared the Earth Sanctuary (Chapter7A-5)

Earth Seal | Value — | Possession Count —
Effect Description: Power granted at the Earth Altar. Enables party support effects.
Acquisition Method: Cleared the Great Tree of Shanua (Chapter2-5)

Flame Secret Stone | Value — | Possession Count —
Effect Description: A mysterious stone bestowed by the Flame Dragon who governs "Vitality"
Acquisition Method: Cleared the Flame Sanctuary (Chapter7B-9)

Flame Seal | 価値 — | Possession Quantity —
Effect Description: Power granted at the Flame Altar. Enables spatial displacement.
Acquisition Method: Cleared the Flame Temple (Chapter3-7)

Wind Secret Stone | Value — | Possession Count —
Effect Description: A mysterious stone bestowed by the Wind Dragon who governs "Breath"
Acquisition Method: Cleared the Wind Sanctuary (Chapter7C-6)

Wind Seal | Value — | Possession Quantity —
Effect Description: Power granted at the Wind Altar. Enables high-speed charge
Acquisition Method: Upon clearing the Wind Sanctuary (Chapter 5-5)

Sea Secret Stone | Value — | Quantity Held —
Effect Description: A mysterious stone granted by the Sea Dragon who governs "Reincarnation"
Acquisition Method: Upon clearing the Sea Sacred Grounds (Chapter 8-6)

Sea Seal | Value — | Possession Quantity —
Effect Description: Power granted at the Sea Altar. EXTRA skills are enhanced
Acquisition Method: Upon clearing Edna's Homeland (Chapter 6-2)

Moon Secret Stone | Value — | Quantity Held —
Effect Description: A mysterious stone granted by the Moon Dragon who governs "Harmony"
Acquisition Method: Upon clearing the Moon Sacred Grounds (Chapter 9-5)

Synthesis Data

Synthesis data registered in the Adventure Log under "Synthesis" are listed in order. Basically, once the key material (Material 1) is obtained, it is registered in the Adventure Log, but the strongest weapons for each character are not registered until visiting the shop in Iska's Hidden Village in Chapter 10.

How to Read Synthesis Data

- No. Corresponding number in the Adventure Log's "Synthesis"
- Item Name: Name of the item that can be created by synthesis
- Synthesis Cost: Money required for synthesis
- Material 1~4: Required materials and their quantities (up to 4 types)
- Synthesis Available Chapter: Chapter when synthesis becomes available

No.	Item Name	Synthesis Cost	Material 1	Material 2	Material 3	Material 4	Synthesis Available Chapter
1	Long Sword	100	Iron Ore (20)	Beast Bone Fragment (20)			1
2	Sesrocutter	300	Forest Stone (20)	Iron Ore (20)	Beast Bone (20)		2
3	Warure	1200	Sand Heat Stone (20)	Iron Ore (20)	Large Beast Bone (20)		3
4	X Gold Hoe Sand Sword	1800	Light Gray Stone (20)	Iron Ore (20)	Beast Horn (20)		5
5	Calavera	3000	Earth Spirit Stone (10)	Iron Ore (20)	Beast Backbone (20)		7
6	Bear Killer	3000	Earth Spirit Stone (10)	Iron Ore (20)	Beast Backbone (20)		7
7	Talwar	3500	Fire Shadow Stone (10)	Iron Ore (20)	Beast Claw (20)		7
8	Heavy Sword	3500	Fire Stone (10)	Iron Ore (20)	Beast Claw (20)		7
9	Rock Sword	4000	Wind Cloud Stone (10)	Iron Ore (20)	Beast Fang (20)		7
10	Feather Flurry	4000	Wind Cloud Stone (10)	Iron Ore (20)	Beast Fang (20)		7
11	Mirage Edge	5000	Sea Roar Stone (10)	Iron Ore (20)	Beast Horn (20)		8
12	Zweihänder	5000	Sea Roar Stone (10)	Iron Ore (20)	Beast Horn (20)		8
13	Crystal Sword	5000	Sea Roar Stone (10)	Iron Ore (20)	Beast Horn (20)		8
14	Red Sword	10000	Moonstone (10)	Iron Ore (20)	Beast Bone (20)		10
15	Tyrant Sword	10000	Moonstone (10)	Iron Ore (20)	Beast Bone (20)		10
16	Archel	10000	Moonstone (10)	Iron Ore (20)	Beast Bone (20)		10
17	Kamoshirion	0	Moonstone (1)	Originium (50)	Giant Beast Spine (30)		10
18	Beast Leather Gauntlets	100	Beast Leather (20)	Beast Bone Fragment (10)			2
19	Leather Gauntlet	300	森炭石 (10)	Beast Thick Hide (30)	Beast Bone (20)		2
20	Apirina Knuckle	1200	Sand Heat Stone (10)	Iron Ore (10)	Large Beast Bone (20)	Beast Hide (30)	3
21	Jehoa	1800	Light Ash Stone (10)	Beast Thin Hide (30)	Beast Scale (10)	Beast Horn (20)	5
22	Kinly Cestus	3000	Earth Spirit Stone (10)	Beast Thick Hide (30)	Beast Claw (20)		7
23	Sand Eating Gauntlet	3500	Fire Shadow Stone (10)	Beast Hard Hide (30)	Beast Fang (20)		7
24	Bima Knuckle	4000	風雲石(10)	Beast Thin Hide (30)	Beast Horn (20)		7
25	Giant Beast Gauntlet	5000	Sea Roar Stone (10)	Beast Scale (30)			8
26	Inori	10000	Moonlight Stone (5)	Beast Thin Hide (50)			10
27	Serisent Noah	0	Moonlight Stone (50)	Raw Stone (50)	Beast Hard Hide (50)		10
28	Cafes' Bow	1200	Dry Old Wood (20)	Sand Heat Stone (10)	Beast Hard Skin (20)	Beast Feather (5)	3
29	Orkilo's Bow	1800	Withered Hardwood (20)	Light Gray Stone (10)	Beast Horn (20)	Beast Feather (5)	5
30	Rabia Flare	3000	Earth Spirit Stone (5)	Petrified Twig (20)	Forest Sapling (20)	Beast Feather (5)	7
31	Serra-Bair	3500	Fire Shadow Stone (5)	Petrified Twig (20)	Dry Old Wood (20)	Beast Feather (5)	7
32	Kikure	4000	風雲石(5)	Petrified Twig (20)	Withered Hardwood (20)	Beast Feather (5)	7
33	Platinum Bow	5000	Sea Roar Stone (5)	Petrified Twig (20)	Beast Backbone (20)	Beast Feather (5)	8
34	Ekidna's Bow	10000	Moonlight Stone (5)	Crystallized Branch (20)	Giant Beast Bone (10)	Beast Feather (5)	10
35	Cuscuta	0	Sea Secret Stone (1)	Source Stone (50)	Crystallized Branch (50)		10
36	Storm Axe	3000	Earth Spirit Stone (20)	Iron Ore (20)	Forest Sapling (10)	Beast Skin (5)	7
37	X Corsesca	3500	Fire Shadow Stone (20)	Iron Ore (20)	Dry Old Wood (10)	Beast Thick Hide (5)	7
38	Setine=Rui	4000	Marble (20)	Iron Ore (20)	Withered Hardwood (10)	Beast Thick Hide (5)	7
39	Behemoth War Spear	5000	Seastone (20)	Iron Ore (20)	Petrified Twig (10)	Beast Thick Hide (5)	8
40	Thorn Harix	10000	Moonlight Stone (5)	Iron Ore (20)	Petrified Twig (10)	Beast Thick Hide (5)	10
41	Xeno=Aides	0	Moonstone (50)	Source Stone (50)	Crystallized (10)	Beast Thick Hide (5)	10
42	Iron Heavy Stone Hammer	1200	Sandheated Stone (20)	Beast Large Bone (20)	Dry Old Wood (10)	Beast Hard Hide (20)	3
43	Log Drop	3000	Earth Spirit Stone (20)	Beast Horn (20)	Forest Sapling (10)	Beast Skin (20)	7
44	Segram Heavy Hammer	3500	Hokage Stones (20)	Beast Backbone (20)	Dry Old Tree (10)	Beast Thick Hide (20)	7
45	Aseler	4000	Fūun Stones (20)	Beast Claw (20)	Withered Hardwood (10)	Beast Thin Hide (20)	7
46	Rock-Eating Hammer	5000	Sea Roar Stones (20)	Beast Fangs (20)	Petrified Twig (10)	Beast Soft Hide (20)	8
47	Revoak	10000	Moonlight Stones (5)	Giant Beast Bones (50)	Crystallized (10)	Beast Soft Hide (20)	10
48	E = Alpuzzle	0	Flame Secret Stone (1)	魂湖 Stones (50)	Giant Beast Backbone (30)	Beast Soft Hide (20)	10
49	Feather Rod	1800	Pumice Stones (10)	Beast Feather (10)	Withered Hardwood (10)		5
50	Rasheemjit's Staff	3000	Earth Spirit Stones (10)	Beast Bone (20)	Forest Sapling (20)	Beast Feather (10)	7
51	Crystal Rod	3500	Fire Shadow Stone (10)	Beast Large Bone (20)	Dry Old Tree (20)	Beast Stiff Hair (10)	7
52	Height of Meikyo	4000	Fuun Stone (10)	Beast Horn (20)	Withered Hardwood (20)	Beast Feather (10)	7
53	Pramar Rod	5000	Umikari Stone (10)	Beast Claw (20)	Petrified Twig (20)	Beast Feather (10)	8
54	Arc Rod	10000	Moonlight Stone (5)	Beast Fang (50)	Crystallized Branch (20)	Beast Feather (10)	10
55	Antichrysta	0	Wind Secret Stone (1)	Raw Stone (50)	Giant Beast Bone (50)	Beast Feather (10)	10
56	Sen-Reion	300	森炭石(10)	Plain Standing Tree (10)	Young Trees of the Forest (20)	Beast Skin (20)	2

No.	Item Name	Synthesis Cost	Material 1	Material 2	Material 3	Material 4	Synthesizable Chapter
57	Crane Twin Blades	3000	Earth Spirit Stone (10)	Young Tree of Forest (20)	Petrified Twig (10)	Beast Thick Skin (20)	7
58	Silver Blade	3500	Fire Shadow Stone (10)	Dry Old Tree (20)	Petrified Twig (10)	Beast Hard Skin (20)	7
59	Kuredorere	4000	Wind Cloud Stone (10)	Withered Hard Wood (20)	Petrified Twig (10)	Beast Thin Skin (20)	7
60	Granny Twin Blades	5000	Sea Roar Stone (10)	Withered Hard Wood (20)	Petrified Twig (10)	Beast Scale (20)	8
61	Phantom Moon Blade of Amount	10000	Moonlight Stone (5)	Crystallized Branch (20)	Beast Soft Skin (20)		10
62	Ram = Sema	0	Earth Secret Stone (1)	Raw Stone (50)	Crystallized Branch (50)	Beast Skin (20)	10
63	Seania Armor	10000	Origin Stone (10)	Iron Ore (100)	Beast Large Bone (100)	Giant Beast Backbone (20)	10
64	Null=Pain	9000	魂 Stone (5)	Beast Thick Hide (50)	Beast Backbone (20)		10
65	Void Cross	8000	Origin Stone (3)	Beast Feather (20)	Beast Feather (20)		10
66	Innocent Shield	5000	魂源石(5)	Iron Ore (50)			10
67	Black Iron Bracelet	150	森炭石(10)				2
68	Red Copper Bracelet	250	Sand Heat Stone (10)				3
69	White Steel Bracelet	350	Light Ash Stone (10)				5
70	Purple Gold Bangle	500	Earth Spirit Stone (5)	Fire Shadow Stone (5)	Wind Cloud Stone (5)		7
71	Grace Bangle	700	Seastone 5()				8
72	Aragenma	5000	魂 Stone (5)				10
73	Vitality Belt I	100	Forest Charcoal Stone (20)	Beast Large Bone (20)	Beast Fur (20)		2
74	Vitality Belt II	1000	Earth Spirit Stone (20)	Beast Bone (20)	Beast Fang (20)		7
75	Vitality Belt III	2000	Earth Spirit Stone (50)	Green Stone (20)			7
76	Power Wrist I	100	Sand Heat Stone (20)	Beast Hard Skin (20)	Beast Stiff Hair (20)		3
77	Power Wrist II I	1000	Fire Shadow Stone (20)	Beast Thick Skin (20)	Beast Feather (20)		7
78	Power Wrist III	2000	火 Stone (50)	Red Stone (20)			7
79	Shield Ring I	100	森炭石 (20)	Beast Backbone (20)	Beast Feather (20)		2
80	Shield Ring II	1000	Earth Spirit Stone (20)	Giant Beast Bone (20)	Beast Stiff Hair (20)		7
81	Shield Ring!	2000	Earth Spirit Stone (50)	Green Stone (20)			7
82	Hawkeye	100	Light Ash Stone (20)	Beast Feather (20)	Beast Feather (20)		5
83	Hawkeye II	1000	Wind Cloud (20)	Beast Feather (20)	Beast Feather (20)		7
84	Hawkeye II	2000	Wind Cloud Stone (50)	White Stone (20)			7
85	Heat Haze Brooch!	100	重硬石 (20)	Beast Thin Hide (20)	▲ Beast Hair (20)		6
86	Flame Brooch II	1000	Seabell Stone (20)	Beast Skin (20)	Beast Feather (20)		8
87	Heat Haze Brooch IIII	2000	Seabell Stone (50)	Blue Stone (20)			8
88	Training Collar I	100	泥粘石(20)	Beast Stiff Hair (20)			4
89	Training Collar II	1000	Fire Shadow Stone (20)	White Stone (20)			7
90	Gold Pendant	1000	Light Gray Stone (20)	Beast Bone Fragment (20)			5
91	Stone Ring	1000	Iron Ore (100)	Earth Spirit Stone (50)	Green Stone (20)		7
92	Scorching Eyes	1000	重硬石(20)	Standing Tree on the Plain (20)			6
93.	Ice Ring	1000	Iron Ore (100)	Sea Roar Stone (50)	Blue Stone (20)		8
94	White Snake Ring	1000	Forest Stone (20)	Beast Bone (20)			2
95	Poison Ring	1000	Iron Ore (100)	Earth Spirit Stone (50)	Green Stone (20)		7
96	Asbestos Scarf	1000	Sand Heat Stone (20)	Beast Skin (20)			3
97	Flame Ring	1000	Iron Ore (100)	Fire Shadow Stone (50)	Red Stone (20)		7
98	Rune Earrings	1000	Light Gray Stone (20)	Beast Horn (20)			5
99	Rune Ring	1000	Iron Ore (100)	Marble (50)	White Stone (20)		7
100	Silver Feather Ornament	1000	森 Stone (20)	Beast Feather (20)			3
101	Gravity Ring	1000	Iron Ore (100)	Stormstone (50)	White Stone (20)		7
102	Amulet Beads	1000	Light Gray Stone (20)	Beast Thick Hide (20)			5
103	Spirit Orb	1000	Iron Ore (100)	Moonstone (50)	Black Stone (20)		10
104	Blue Magatama	500	Iron Ore (100)	Beast Bone Fragment (50)	Beast Bone (50)		2
105	Purple Lightning Ring I	100	Iron Ore (20)	Sand Heat Stone (20)	Beast Fang (20)		3
106	Purple Lightning Ring III	1000	Iron Ore (100)	Stormstone (100)	Beast Spine (100)		7
107	Iko's Medicine	10	Spring Water (5)	★Iko's Leaf (5)			1
108	Sarimera's Medicine	50	Spring Water (5)	★Sarimera's Leaf (5)			3
109	Nadri's Medicine	120	Spring Water (5)	Nadri's Flower (5)			5
110	Striga's Medicine	300	Five-colored Spirit Water (5)	Beast's Body Fluid (5)	★Striga Leaf (5)		7
111	Alp's Medicine	800	Holy Water of the Underworld (5)	Giant Beast's Body Fluid (5)	Alp Flower (5)		10
112	Myrrh Incense	80	Iko Leaf (5)	Komona Flower (5)	Spring Water (5)	Beast Body Fluid (5)	2
113	Sebrina Incense	300	Sarimera Leaf 5()	Nadori Flower (5)	Spring Water (5)	Beast Body Fluid (5)	5
114	Vall Incense	1000	Striga Leaf (5)	Alp Flower (5)	Spring Water (5)	Giant Beast's Body Fluid (5)	10
115	Kamika's Secret Medicine	20	Cloudy Water (5)	Beast Body Fluid (5)	Kamika Fruit (5)	Rugott Fruit (5)	2
116	Chiguru's Secret Medicine	100	Fragrant Water (5)	Beast's Body Fluid (5)	Chiguru Fruit (5)	Rokin Fruit (5)	5
117	Maom's Secret Medicine	300	Rotten Water (5)	Five-colored Spirit Water (5)	Maom Fruit (5)	Ampuna Fruit (5)	10
118	Universal Medicine	50	Mucky Water (5)	Komona Flower (5)			2
119	Dragon Spirit Droplet	500	Spring Water (5)	Giant Beast's Body Fluid (5)			7
120	Elixir of Life	1000	Rugott Seed (10)	Iko Seed (10)	Giant Beast's Body Fluid (10)	Five-colored Spirit Water (10)	7
121	Elixir of Strength	1000	Kamika Seed (10)	Komona Seed (10)	Beast's Body Fluid (10)	Five-colored Spirit Water (10)	7
122	Elixir of Defense	1000	Rokin Seed (10)	Sarimera Seed (10)	Beast's Body Fluid (10)	Five-colored Spirit Water (10)	7
123	Elixir of Skill	1000	Chiguru Seed (10)	Nadori Seed (10)	Underworld Holy Water (10)	Five-colored Spirit Water (10)	10
124	Agility Elixir	1000	Ambuna Seed (10)	Striga Seed (10)	Underworld Holy Water (10)	Five-colored Spirit Water (10)	10

Material Data

Material data for all 75 types of materials obtainable from monsters and gathering locations are listed. The acquisition methods for each material are fully organized by acquisition monster and acquisition map. The order of data listing follows the INVENTORY order viewable from the camp menu. Note that materials can also be obtained from treasure chests, but since they can only be obtained once, they are omitted.

How to Read Material Data

Item Name: Name of the Material

Sell Price: Price When Selling to Shop

Obtained Monsters: Names of Monsters from Which the Material Can Be Obtained and the Acquisition Rates are Listed. For Details Such as Each Monster's Appearance Map, Refer to the Monster Data from P.146 Onwards.

Obtained Map: Maps with Gathering Locations Where the Material Can Be Obtained and the Acquisition Rates are Listed.

First Obtained Chapter: The Chapter Where the Material Can Be Obtained for the First Time (Excluding Treasure Chests)

Item Name	Sell Price	Obtained Monsters	Obtained Map	First Obtained Chapter
■Stone Type				
Iron Ore	5	Dear Garafum (4%), Sebet (16%), Zeran Eig (21%), Zo-Nagil (28%), Almora-Haas (58%), Almora Jix (55%), Listeri (23%), Handel (71%), Listeries (21%)	Altago Plain - Northeast/East/Central/West/Southwest/Canyon Front (100%), Shanoa Forest West/East (70%), Cave Passage (100%), Segram Desert Northwest/West (80%), Segram Desert East (80%), Earth Sanctuary (20 60%), Kairos Canyon Southeast/Northwest), Flame Sanctuary (20%), Wind Sanctuary/Wind Sanctuary Main Hall (20%), Sea Sanctuary/Sea Sanctuary Main Hall (20%), Soul Well Upper Layer (10%),	1
Forest Carbon Stone	10	Ichu (16%), Misram (6%), Zeraneig (7%)	Shanoa Forest West (20%), Shanoa Forest East (30%), Shanoa Forest - Great Tree Front (95%), Shanoa Great Tree (90%)	2
Mountain Sandstone	20	Jimna (16%), Rekano (90%)	Segram Desert Northwest/West (20%), Segram Desert East (40%), Flame Temple (90%)	3
Mountain Mud Diamond	40	Salty (22%), Saltirega (22%), Salty=Roa (12%)	–	4
Alliance Light Gray Stone	80	Bardaros (16%), Almora-Hars (35%), Almorajix (38%)	Kairos Canyon - Southeast/Northwest (20%), Wind Sanctuary (90%)	5
Heavy Hard Stone	120	Amni (23%), Cliffs (26%)	Edna's Homeland (80%)	6
Earth Stone	150	Damlin (16%), Ivy (25%), Ramjint (18%)	Earth Sanctuary (80%)	7
Mountain Fire Shadow Stone	150	Balmuticar (100%)	Flame Sanctuary (80%)	7
Mountain Wind Cloud Stone	150	Listeri (76%), Lisetica (100%), Handel (21%), Lis Wind Site/Terry's (71%)	Wind Sanctuary Main Hall (80%)	7
Mountain Sea Roar Stone	150	Labreticar (100%), Ednapiriod (16%)	Sea Sanctuary / Sea Sanctuary Main Hall (80%)	8
Ten Moonlight Stone	150	Dearborg (45%), Nornarl (76%), Soramzint (11%), Setafis (76%)	Soul Well Upper Layer (90%), Soul Well Middle/Lower Layer (50%)	10
Soul Source Stone	250	Dearborg (18%), Nornarl (23%), Soramjint (2%)	Soul Well Middle/Lower Layer (50%)	10
Green Stone	50	Tadrog (4%)	Shanua Forest - In Front of the Great Tree (5%), Shanua Great Tree (10%)	2
Red Stone	50	Jimna (4%), Rekano (9%)	Temple of Flame (10%)	3
Black Stone	50	Saldi (5%), Salti=Rega (5%), Salti=Roa (6%)		4
White Stone	50	Almora=Haas (5%), Almorajix (5%), Handel (7%)	Sanctuary of Wind (10%)	5
Blue Stone	50	Cliffs (6%)	Edna's Homeland (20%)	6
■獣 Type				
Beast Bone Fragment	2	Kuruu (22%), Dearagalfum (95%), Miigo (9%), Orug (90%), Tadorog (8%), Reibam (90%), Adero (66%), Deikuruu (6%), Salti (16%), Salti-Lega (16%), Raton (55%), Salti-Roa (18%), Tram-Garem (23%), Setafis (23%)	–	1
Beast Bone	5	Org (9%), Pizona Gil (16%), Org=Low (76%), Org=Sim (100%), Tadrog (86%), Sarabun (90%), Panton (95%), Reibam (9%), Pileaha (71%), Jimna (80%), ElbiO (71%), Bufrol (55%), Eel (18%), Seinac (16%), Elfria (23%), Abyss Seinac (15%)	Segram Desert - Northwest/West (80%)	2
Beast's Large Bone	15	Dalous (71%), Gluadero (66%), Badaros (83%), Sel Mouse (18%), Cruesel (12%), Solcrow (66%)	Segram Desert Northwest/West (20%), Segram Desert - East (100%) Flame Temple (100%)	3
Beast's Shell	30	Elpio (28%), Adero (33%), Gluadero (33%), Salti (55%), Salti=Rega (55%), Amni (76%), Salti=Roa (62%), Ilsalti (25%), Elfria (76%), Ednapiriod (55%)	–	3
Beast Horn	50	Garafumgoa (14%), Bufrol (27%), Sepetome (43%), Raton (27%), Ratonjignat (25%), Ocloo (66%), Damlin (55%), Cruesel (20%), Shirarintsu (33%), Nekru (25%)	–	5
Beast's Spine	75	Natel (23%), Riwald=Biell (33%), Damlin (27%), Selmaus (18%), Werk (33%)	–	5
Beast's Claw	(33	Reibamdos (22%), Deikruu (31%), Etoraf (33%), Riwald=Haem (33%), Cliffs (66%), Seinac (27%), Ednabi 100 Riod (27%), Solcrowa %), Abyssseina (15%), Nekru (25%), Lukfit (25%)	–	3
to [illegible]	150	Ilgarion (14%), Pileaha (28%), Darous (28%), Gol Di (33%) Sebetome (13%), Riwaldorwan (33%), Roral (27%). • Ivy (50%), Riokarp (27%), Spilcry (33%), Dearborg (13%), Aldofa (25%)	–	3
獣の[illegible]	1200	Garafumgoa (71%), Ilgarion (71%), Jinowaider (76%), Stollhatom (50%), Ratonjignat (50%), Ilsalti (50%), Gianatrel (23%), Nekru (50%), Gurnous (55%), Aldofa (50%)	–	7
[illegible]	250	Garafumgoa (14%), Ilgarion (14%), Jinowaider (23%), Stollhatom (50%), Ilsalti (25%), Dearborg (22%), Gurnous (16%), Aldofa (25%)	–	7
[illegible]	[illegible]	Kruu (55%) Sepet (83%), Reibamdos (55%), Tram=Garem (76%)	–	1
[illegible]	[illegible]	Slam (66%), Piwar (74%), Pizonagil (83%), Orglow (23%) Madobiwar (74%), Natel (76%), Selmaus (62%), Itz/L (41%)	–	2

Item Name	Sell Price	Obtained Monsters	Obtained Map	First Acquisition Chapter
Hard Skin of	15	Pantheon (90%), Benes (100%), Reibamdos (22%), Seina ck (55%), Apis Seina (50%)	–	3
Beast Scale	30%	Goldy (66%) Riwald=Biel (66%), Riwald=Haem (66), Riwald=Ruan (66%), Raton (16%), Raton Zignat (25 %), Shirarintsu (66%), Spilcry (66%), Gurnous (27%)	–	4
Thin Skin of	40	Etraf (66%), Sepetome (43%), Drowd (33%), Kruesel (25%), Apis Seina (20%), Lukfit (25%)	–	5
Soft Skin of	50	Werk (66%), Lukfit (50%)	–	8
Beast Hair	4	Kuru (22%) Deikuru (62%), Kurwaider (76%), Gianatoru Rel (58%)	–	1
Beast Feather	10	Migo (90%) Misram (26%), Sarabun (9%), Warukes (66%) Brahm (8 3%), Eel (18%), Riokarp (55%)	–	2
Beast Bristle	20	Brahm (16%), Bufrol (16%), Drowd (66%), Ocloo (33%) Ivy (25%) , Kurwaider (23%), Gianatrel (17%)	–	3
Beast Wing	60	Warukes (33%), Eel (62%), Veda (18%), Riokarp (16%)	–	3
Art Department				
Standing Trees on the Plain	5	Gareda (62%)	Altago Plain Northeast / Southeast / Southwest (100%)	1
Young Trees in the Forest	10	Biwar (14%), Madbiwar (14%), Ramjint (62%)	Shanua Forest East (100%), Shanua Great Tree (100%), Earth Sanctuary (40%)	2
Dry Old Tree	20	–	Segram Desert Northwest / West / East (100%), Flame Temple (100%), Flame Sanctuary (40%)	3
Dead Hardwood	50	Galeda (37%)	Kairos Canyon - Northwest Area (100%) Wind Sanctuary (100%) Wind Sacred Site "Wind Sacred Site - Main Hall (40%), Sea Sacred Site (40%)	5
Petrified Twig	70	Ramjint (18%), Soramjint (57%)	Edna's Homeland (100%), Earth Sacred Site (60%), Flame Sacred Site (60%) Wind Sacred Site Wind Sacred Site Main Hall (60%), Sea Sacred Site (60%), Well of Souls Upper Layer / Middle Layer / Lower Layer (40%)	6
Crystallized Branch	100	Soramjint (28%)	Well of Souls Upper Layer Middle Layer / Lower Layer (60%)	10
Saltwater System				
Spring Water	2	–	Altago Plain Northeast (80%), Shanoa Forest West/East (81%), Shanoa Gre at Tree (80%), Altago Plain Central (60%), Wind Sanctuary (60%), Edna's Ho meland (60%), Earth Sacred Place (50%), Flame Sacred Place (50%), Sea S acred Place/Sea Sacred Place Main Hall (50%), Soul Well Upper Layer Lowe r Layer (50%)	1
Murky Water	4	–	Altago Plain Northeast (20%), Shanoa Forest West/East (20%), Shanoa Great Tree (20%), Earth Sacred Place (50%), Soul Well Lower Layer (50%),	1
Fragrant Water	8	–	Wind Sanctuary (40%), Edna's Homeland (40%), Flame Sacred Place (50%), Sea Sacred Place (50%), Soul Well Lower Layer (50%)	5
Rotten Water	1	Gzonagil (33%)	Altago Plain Central (40%), Wind Sanctuary (40%), Earth Sacred Place (50%), Fl ame Sacred Place (50%)	3
Beast's Body Fluid		Nagil (100%), Iobite (100%), Ichu (83%), Zeran Eig 16 (71%), Iobe at (100%), Zonagil (71%), Gzonagil (66%), Kuyud (76%), Kuyud-Su (71 %), Listeries (7%)	–	1
Giant Beast's Body Fluid	24	Zonagirian (100%), Iludruger (100%)	–	7
Five-colored Sacred Water	125	–	Earth Sanctuary (50%), Flame Sanctuary (50%), Sea Sanctuary/Sea Sanctuary Main Hall (50%)	7
Underworld Holy Water	150	–	Soul Well Upper Layer/Lower Layer (50%)	10
Plant Type				
Iko Leaf	3	Phalom (8%), Biwar (7%)	Altago Plain East/Southeast (80%), Altago Plain West (90 1%), Altago Plain Southwest (70%)	2
Iko Seed	50	Phalom (4%), Biwar (3%)	Altago Plain East/Southeast (20%), Altago Plain West (10 %), Altago Plain Southwest (30%)	2
Komona Flower	6	Phalom (86%), Phalomunk (95%), Madobiwar (7%), Radito (90%)	Western Shanda Forest (80%), Great Shanoa Tree (80%)	2
Komona Seed	50	Phalormunk (4%), Madobiwal (3%), Radit (9%)	Western Shanda Forest (20%), Great Shanoa Tree (20%)	2
★Sarimera Leaf	12	Stox (90%)	Northwest/West/East Segram Desert (80%)	3
Sarimera Seed	50	Stox (9%)	Northwest/West/East Segram Desert (20%)	3
Nadori Flower	48	Patalf (90%), Kuyood=Su (21%)	Kairos Gorge - Southeast Area (80%)	5
Nadori's Seed	50	Patalf (9%), Kuyood=Su (7%)	Kairos Gorge - Southeast Area (20%)	5
★Striga Leaf	150	Loral (55%), Veda (62%)	Earth Sanctuary (80%), Flame Sanctuary (80%), Wind Sanctuary (80%), Wind Main Hall of the Sanctuary (90%), Sea Sanctuary (80%)	7
Striga Seed	50	Loral (16%), Veda (18%)	Land Sanctuary (20%), Flame Sanctuary (20%), Wind Sanctuary (20%) Wind Sanctuary Main Hall (10%), Sea Sanctuary (20%)	7
Alp Flower	200	–	Soul Well Upper Layer / Lower Layer (80%), Soul Well Middle Layer (90%)	10
Alp Seed	50	–	Soul Well Upper Layer / Lower Layer (20%), Soul Well Middle Layer (10%)	10
Rugot Fruit	2	–	Altago Plain East / Southeast / Central / West (80%), Altago Plain Southwest (90%)	2
Rugot Seed	50	–	Altago Plain East / Southeast / Central / West (20%), Altago Plain Southwest (10%)	2
Kamioka Fruit	4	–	Shanua Forest West/East/In front of Great Tree (80%)	2
Kamika Seed	50	–	Shanua Forest West/East/In front of Great Tree (20%)	2
Rokin Fruit	8	–	Segram Desert Northwest/West/East (80%)	3
Rokin Seed	50	–	Segram Desert Northwest/West/East (20%)	3
Chiguru Fruit	32	Ruion (76%) Kuyudo (23%)	Kairos Canyon Southeast/Northwest (80%)	5
Chiguru Seed	50	Ruion (23%)	Kairos Canyon Southeast/Northwest (20%)	5
Ambuna Fruit	128	Almafroy (83%)	Earth Sanctuary (80%), Fire Sanctuary (80%), Wind Sanctuary / Wind Sanctuary Main Hall (80%), Sea Sanctuary (80~90%)	7
Ambuna Seed	50	Almafroy (16%)	Earth Sanctuary (20%), Fire Sanctuary (20%), Wind Sanctuary / Wind Sanctuary Main Hall (20%), Sea Sanctuary (10~20%)	7
Maom Fruit	256	–	Well of Souls Upper Layer / Lower Layer (80%)	10
Maom Seed	50	–	Well of Souls Upper Layer / Lower Layer (20%)	10

Shop Data

Data of items lined up in the shop are listed along with the sales start timing. The order of shops corresponds to the order in which they are visited in the story, and the order of items matches the shop's sales list order. Note that shop items are added as the game progresses, but some items, such as the Great Mallet in Segram Village, may occasionally be discontinued.

How to Read Shop Data

Category: Product Type
Product Name: Name of the Product
Price Selling Price
Sales Start: The timing when the product sales begin. The number corresponds to the攻略ページChapter (P.039)

■ Altago City (Weapon Shop) — Initial: Chapter 1-1

Category	Product Name	Price	Sales Start
剣	Shamshir	500	Initial
	Long Sword	2000	Initial
	Silver Fang Sword	10000	Initial
	Flat Saber	15000	4-1
	Great Sword	20000	6-1
	Damascus Sword	50000	8-1
	Giant Edge	50000	8-1
	Slender Sword	50000	8-1
拳	Sphylai	500	Initial
	鋼头	2000	Initial
	Red Copper Gauntlet	10000	Initial
	Baku=Naku	15000	4-1
	Gauntlet	20000	6-1
	Beast Bone Gauntlet	50000	8-1
Bow	Hindi	2000	3-1
	Longbow	10000	3-1
	Sainty Bow	15000	4-1
	Composite Bow	20000	6-1
	Falcon Bow	50000	8-1
Halberd	Great Axe	50000	8-1
Double Blades	Chichaku	50000	8-1
Great Hammer	Rubber Hammer	50000	8-1
Staff	Mystel Cane	50000	8-1
Armor	Leather Armor	100	Initial
	Chainmail	300	Initial
	Kitro Armor	1500	Initial
	Dragoon Mail	10000	6-1
	Reflex	30000	8-1
Light Armor 鎧	Leather Breastplate	100	Initial
	Chain Guard	250	Initial
	Steel Breastplate	1200	Initial
	Breast Guard	9000	6-1
	Jilly Butter	29000	8-1
	Balquet	250	3-1
	Crane Vest	8000	6-1
	Harvest Cross	28000	8-1
Shield	Buckler	100	Initial
	Small Shield	200	Initial
	Rosette	1000	Initial
	Aesel Hard Shield	2000	3-1※
	Crest Shield	4000	6-1
	"Garman Shield"	6000	8-1
Bracelet	Wooden Bracelet	100	Initial
	"Sailor's Misanga	200	Initial
	Feather Bangle	1000	Initial
	Levard Bangle	2000	3-1※1
	Steel Bracelet	4000	6-1
	Skull Bracelet"	6000	8-1

※1 "Sales end at Chapter 4-1"

Altago City (Tool Shop) — Initial: Chapter 1-1

Category	Product Name	Price	Sales Start
薬	Iko's Medicine	100	Initial
	Salimera's Medicine	500	Initial
	Nadori's Medicine	1200	3-1
	Striga's Medicine	3000	8-1
Incense	Myrrh Incense	800	Initial
	Sebrina Incense	3000	3-1
Secret Potion	Kamika's Secret Potion	200	Initial
	Chigul's Secret Potion	1000	3-1
Accessory	Vitality Belt I	1000	Initial
	Power List I	1000	Initial
	Shield Ring I	1000	Initial
	Hawkeye I	1000	Initial
	Heat Haze Brooch	1000	Initial

■Zanzibar Trading Company — Initial: Chapter 1-1

Category	Product Name	Price	Sales Start
Accessory	Medal of Luck	10000	Initial
	Thief's Gloves	20000	Initial
	Fighting Spirit Bandana	100000	3-1
	Substitute Idol	50000	3-1
	Dragon Knight's Emblem	50000	8-1
	Purple Lightning Ring III	50000	8-1
Equipment Items	Fuma's Jar	50000	Initial
	War God's Insignia	1000000	3-1
Items	Mirror of Time	1000	Initial
	Luminous Stone	5000	3-1

Village of Shanua — Initial: Chapter 2-4

Category	Product Name	Price	Sales Start
Sword	Long Sword	Early 2000s	
	Killer Bee	30000	7-3
Fist	Steel Pointed Armor	2000	Initial
	Black Iron Gauntlet	30000	7-3
Bow	Uta	30000	7-3
Halberd	Grave	30000	7-3
Staff	Locorico's Staff	30000	7-3
Great Hammer	Cladiac	30000	7-3
Double Blades	Ele's Flying Twin Blades	2000	Initial
	Raniniamakia	30000	7-3
Armor	Kitro's Armor	1500	Initial
	Lamellar Armor	15000	7-3
Light Armor	Steel Breastplate	1200	Initial
	Potokari's Armor	14000	7-3
	Balquet	250	Initial
	"Reno's Warrior Outfit"	13000	7-3
Shield	Rosette	1000	Initial
Bracelet	Feather Bangle	1000	Initial
Medicine	Iko's Medicine	100	Initial
	Salimera's Medicine	500	Initial
	Nadori's Medicine	1200	7-3
	Striga's Medicine	3000	7-3
Incense	Myrrh Incense	800	Initial
	Sebrina Incense	3000	7-3
Secret Medicine	Kamika's Secret Potion	200	Initial
	Chigul's Secret Potion	1000	7-3
Accessory	Belt of Vitality I	1000	Initial

Category	Product Name	Price	Sales Start
Accessory	Power List I	1000	Initial
	Shield Ring I	1000	Initial
	Hawkeye I	1000	Initial
	Heat Haze Brooch I	1000	Initial

■Dragon Cart Peddler before the Cave Passage Appears Only in Chapter 3-1 to 3-4

Category	Product Name	Price	Sales Start
Items	Luminous Stone	5000	Initial
Sword	Silver Fang Sword	10000	Initial
Fist	Red Copper Gauntlets	10000	Initial
Bow	Longbow	10000	Initial
Medicine	Iko's Medicine	100	Initial
	Salimera's Medicine	500	Initial
Incense	Myrrh Incense	800	Initial
Secret Potion	Kamika's Secret Potion	200	Initial
Accessory	Vigor Belt I	1000	Initial
	Power Wrist I	1000	Initial
	Shield Ring I	1000	Initial
	Hawkeye I	1000	Initial
	Heat Haze Brooch I	1000	Initial

■Segram Village — Initial: Chapter 3-5

Category	Product Name	Price	Sales Start
Sword	Silver Fang Sword	10000	Initial
	セン Sek	35000	7-3
Fist	Red Copper Gauntlet	10000	Initial
	Viem Knuckle	35000	7-3
Bow	Longbow	10000	Initial
	Sena Composite	35000	7-3
Spear	Valdish	35000	7-3
Staff	Totomano's Staff	35000	7-3
Great Hammer	Large Wooden Hammer	10000	Initial※2
	"Skull Hammer	35000	7-3
Double Blades	Childark	35000	7-3
Armor	Red Copper Armor	3000	Initial
	Black Beast Shell Armor	20000	7-3
Light Armor	Beast Bone Chest Armor	2500	Initial
	Quira Guard	19000	7-3
Clothing	Doublet	Early 2000s	
	Roth Crane	18000	7-3
Shield	Aesel Hard Shield	2000	Initial
Bracelet	Levard Bangle	2000	Initial
Medicine	Iko's Medicine	100	Initial
	Salimera's Medicine	500	Initial
	Nadori's Medicine	1200	Initial
	Striga's Medicine	3000	7-3
Incense	Myrrh Incense	800	Initial
	Sebrina Incense	3000	7-3
Secret Medicine	Kamika's Secret Potion	200	Initial
	Chigul's Secret Potion	1000	7-3
Accessory	Vitality Belt I	1000	Initial
	Power Wrist I	1000	Initial
	Shield Ring I	1000	Initial
	Hawkeye I	1000	Initial
	Heat Haze Brooch I	1000	Initial

※2 Sales end at Chapter 7-3

■Kairos Village — Initial: Chapter 5-4

Category	Product Name	Price	Sales Start
Sword	Flat Saber	15000	Initial
	Iron Cutter	40000	7-3
Fist	Baku=Naku	15000	Initial
	Black Silver Gauntlet	40000	7-3
Bow	Sainty Bow	15000	Initial
	Catapitas Bow	40000	7-3
Halberd	Bahara	40000	7-3
Staff	Prayer Staff	15000	Initial
	Arteon Rod	40000	7-3
Great Hammer	Stone Hammer	40000	7-3
Double Blades	Aldofa=Schiller	40000	7-3
Armor	White Feather Armor	6000	Initial
	Full Plate	25000	7-3

Category	Product Name	Price	Sales Start
Light Armor	Silera Guard	5000	Initial
	Hexabeast Armor	24000	7-3
Clothing	Radiant Robe	4000	Initial
	Emerald Flame Robe	23000	7-3
Shield	Banded Shield	3000	Initial
Bracelet	Indigo Feather Bangle	3000	Initial
Medicine	Iko's Medicine	100	Initial
	Salimera's Medicine	500	Initial
	Nadori's Medicine	1200	Initial
	Striga's Medicine	3000	7-3
Incense	Myrrh Incense	800	Initial
	Sebrina Incense	3000	Initial
Secret Medicine	Kamika's Secret Potion	200	Initial
	Chigul's Secret Potion	1000	Initial
Accessory	Vitality Belt I	1000	Initial
	Power Wrist I	1000	Initial
	Shield Ring I	1000	Initial
	Hawkeye I	1000	Initial
	Heat Haze Brooch I	1000	Initial

■ Iska's Hidden Village — Initial: Chapter7-2

Category	Product Name	Price	Sales Start
Sword	Lunarl's Sword	25000	Initial
	Beast Slayer	25000	Initial
	Spear Sword	25000	Initial
	Iska's Ancient Sword	50000	9-1
	Varona	50000	9-1
	Oracle Sword	50000	9-1
Fist	Dark Purple Gauntlet	25000	Initial
	Riene Jenna	50000	9-1
Bow	Crescent Moon Bow	25000	Initial
	Coco	50000	9-1
Halberd	Crescent Axe	25000	Initial
	Executor	50000	9-1
Great Hammer	War Hammer	25000	Initial
	Great War Hammer of Moonshadow	50000	9-1
Staff	Marble Rod	25000	Initial
	"Silver Tin Length	50000	9-1
Double Blades	Pase=Pase	25000	Initial
	Iska's Ancient Twin Blades	50000	9-1
Armor	Moon Plate Mail	10000	Initial
	Galar Plate	30000	9-1
	Nonowal = Flen	100000	10-1
Light Armor	Iris	9000	Initial
	Moon Calendar Breastplate	29000	9-1
	Rine=Iris	90000	10-1
Clothing	Crescent Robe	8000	Initial
	Dark Mishler	28000	9-1
	Rine=Klein	80000	10-1
Shield	Riekenna	4000	Initial
	Iska's Shield	8000	9-1
	Red Moon Shield	50000	10-1
Bracelet	Moon Bracelet	4000	Initial
	Lantern Bracelet	8000	9-1
	Moonshadow Bangle	50000	10-1
Medicine	Iko's Medicine	100	Initial
	Salimera's Medicine	500	Initial
	Nadori's Medicine	1200	Initial
	Striga's Medicine	3000	Initial
Incense	Myrrh Incense	800	Initial
	Sebrina Incense	3000	Initial
Secret Medicine	Kamika's Secret Potion	200	Initial
	Chigul's Secret Potion	1000	Initial
Accessory	Vitality Belt I	1000	Initial
	Power Wrist I	1000	Initial
	Shield Ring I	1000	Initial
	Hawkeye I	1000	Initial
	Heat Haze Brooch I	1000	Initial

DATA ANALYSIS

Monster Data

This section contains all kinds of data related to monsters. Since it corresponds to the Adventure Log, please refer to it when aiming for completion. Also, on page 159, setting images of the "Five Great Dragons of Altago" are included.

Detailed Data of All 140 Types of Monsters Included

All 140 types of monsters appearing in this work are listed in correspondence with the "Monsters" section of the Adventure Log. In addition to data viewable in-game, information such as stun resistance, ease of launching, and appearance maps are also summarized. If a monster of interest appears, it is recommended to check the information on this page.

←No.135~140 Monster data can be checked by opening the Adventure Log during battle.

How to read Monster Data

No. 11 Zonam

1 No. The number assigned when registering in the "Monster" section of the Adventure Log.
2 Monster Name: Name of the Monster
3 WEAK Attack attribute that is the weakness. "-" means no weakness
4 Basic Abilities: Basic abilities of the Monster
Lv HP STR DEF DEX, AGL... Various ability values (P.005)
GOLD... Base amount of gold obtained when defeated
EXP... Base amount of experience points obtained when defeated
5 Other Abilities
Stun Resistance... Resistance to stun shown as AAAAAA > B > C > D > E > Shown in 9 levels of FG. AAA means stun value does not increase with normal attacks
Float... Indicates ease of floating. = Floats high, ○ = Floats, △ = Rarely floats, x = Does not float, in 4 levels Flinch... Indicates with ○ or × whether the monster flinches when hit by an attack Shows the types and occurrence rates of status abnormalities caused when attacked by status abnormality monsters. "-" means no status abnormality occurs
6 Acquired Material Data: Indicates the materials that can be obtained upon defeating enemies and their acquisition rates. Up to 4 types maximum. Since acquisition rates are rounded down, the total may not reach 100% in some cases. Displayed in the DROP section of the Adventure Log. Additionally, Materials 2 to 4 are treated as rare items, and their acquisition rates increase with the Lucky Medallion.
7 Appearance Data: Shows the maps where they appear and the Chapter in which they first appear.

No. 1 Zor m [redacted]

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	1	80	11	2	9	6	0	0

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	G
"Float	○
Recoil	○
Status Abnormality	—

Appearance Map Arena (Tutorial)
First Appearance Chapter 1

No. 2 Gul [redacted]

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	2	98	17	5	11	8	0	0

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	D
Float	○
Recoil	○
Status Abnormality	—

Appearance Map Arena (Tutorial)
First Appearance Chapter 1

No. 3 Kuruu

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	1	30	33	2	11	7	18	22

Material 1		素材2		Material 3		素材4	
Beast Skin	55%	Beast Bone Fragment	22%	Beast Hair	22%	—	—

Stun Resistance	G
Float	○
Recoil	○
Status Bear Abnormality	—

Appearance Map Altago Plain Northeast
First Appearance Chapter 1

No. 4 Na [redacted]

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	2	37	46	4	10	8	25	29

Material 1		Material 2		Material 3		Material 4	
Beast's Body Fluid	100%	—	—	—	—	—	—

Stun Resistance	G
"Float	○
Recoil	○
Status Abnormality	—

Appearance Map Altago Plains North East/East/Southeast Part
First Appearance Chapter 1

No. 5 Deargarafum

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	2	58	55	5	11	8	40	36

Material 1		Material 2		Material 3		Material 4	
Beast Bone Fragment	95%	Iron Ore	4%	—	—	—	—

Stun Resistance	D
Float	○
Recoil	○
Status Abnormality	—

Appearance Map Altago Plain North East Part/East Part/Southeast Part
First Appearance Chapter 1

No. 6 Meego

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	4	84	56	7	16	16	45	41

Material 1		Material 2		Material 3		Material 4	
Beast Feather	90%	Beast Bone Fragment	9%	—	—	—	—

Stun Resistance	G
Float	○
Stagger	○
Status Abnormality	—

Appearance Map: Altago Plain East Part/Southeast Part

First Appearance Chapter 2

No. 7 Ga fumugoa

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	33	3030	384	233	59	99	873	2880

Material 1		Material 2		Material 3		Material 4	
Giant Beast Bone	71%	Beast Horn	14%	Giant Beast's Spine	14%	—	—

Stun Resistance	B
Float	△
Nozǒ	×
Status Abnormality	—

Appearance Map: Altago Plain North East Area / East Area / Central Area (From Chapter 7) 周) Wilderness

First Appearance Chapter 7

No. 8 Zo gilian

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	33	4680	400	204	58	96	858	2304

Material 1		Material 2		Material 3		Material 4	
Giant Beast's Body Fluid	100%	—	—	—	—	—	—

Stun Resistance	B
Float	△
Stagger	×
Status Abnormality	—

Appearance Map: Altago Plains - South East / Southwest (Ch apter 7 onwards), Wildern ess

First Appearance Chapter 7

No. 9 Ph om

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	4	96	52	6	14	16	49	43

Material 1		Material 2		Material 3		素材4	
Komona Flower	86%	Iko Leaf	8%	Iko Seed	4%	—	—

Stun Resistance	G
Float	○
This Stagger	○
Status Abnormality	—

Appearance Map: Shanua Forest West Part / East Part

First Appearance Chapter 2

No. 10 sepet

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	4	76	49	7	16	16	48	45

Material 1		素材2		Material 3		Material 4	
Beast Skin	83%	Ironstone	16%	—	—	—	—

Stun Resistance	G
Float	○
Stagger	○
Status Abnormality	Clear 25%

Appearance Map: West of Shanoa Forest 部

First Appearance Chapter 2

No. 11 lobite

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	5	69	54	15	17	20	55	52

Material 1		素材2		Material 3		Material 4	
Beast's Body Fluid	100%	—	—	—	—	—	—

Stun Resistance	G
Float	○
Recoil	○
Status Abnormality	—

Appearance Map: West of Shanoa Forest Section/East Section

First Appearance Chapter 2

No. 12 lchu

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	5	93	56	20	18	19	65	54

Material 1		Material 2		Material 3		Material 4	
Beast's Body Fluid	83%	Forest Carbon Stone	16%	—	—	—	—

Stun Resistance	G
Float	○
Recoil	○
Status Abnormality	—

Appearance Map: Shanua Forest East Section

First Appearance Chapter 2

No. 1 Ph lormunk

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	6	137	69	13	17	22	62	61

素材1		Material 2		Material 3		Material 4	
Komona Flower	95%	Komona Seed	4%	—	—	—	—

Stun Resistance	G
Floating	○
Stagger	○
Status Abnormality	—

Appearance Map: Shanua Forest - Large In front of the tree, Shanua's Great Tree

First Appearance Chapter 2

No. 1 M sram

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	6	164	75	27	19	23	63	64

Material 1		Material 2		Material 3		Material 4	
Beast Thick Hide	66%	Beast Feather	26%	Forest Carbon Stone	6%	—	—

Stun Resista	G
"Float	○
Recoil	○
Status Abnormality	—

Appearance Map: Shanua Forest - Large In front of the tree, Shanua's Great Tree

First Appearance Chapter 2

No. 15 Org

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	6	219	81	25	17	23	60	67

Material 1		Material 2		Material 3		Material 4	
Beast Bone Fragment	90%	Beast Bone	9%	—	—	—	—

Stun Resistance	E
Float	○
Stagger	○
Status Abnormality	—

Appearance Map: Shanua Forest - In Front of the Great Tree

First Appearance Chapter 2

No. 1 Ir arion

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	34	3560	432	222	64	100	897	2505

Material 1		素材2		素材3		Material 4	
Giant Beast Bone	71%	Beast's Fang	14%	Giant Beast's Spine	14%	—	—

Stun Resistance	C
Float	△
Recoil	×
Status Abnormality	—

Appearance Map: West Part/East Part/In Front of t he Great Tree of Shanoa Forest (After Chapter 7)

First Appearance Chapter 7

Monster Data: No.17 ~ No.27

No. 17 Zeran Aeg

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	7	346	59	37	18	21	52	88

Stun Resistance	G
Float	◎
Nozo	×
Status Abnormality	毒25%

Material 1		Material 2		Material 3		Material 4	
Beast's Body Fluid	71%	Iron Ore	21%	Forest Carbon Stone	7%	–	–

Appearance Map: Shanoa Great Tree
First Appearance Chapter 2

No. 18 Biwaal

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	8	286	74	22	20	24	94	123

Stun Resistance	D
Float	○
This Stagger	×
Status Abnormality	–

Material 1		Material 2		素材3		Material 4	
Beast Thick Hide	74%	Young Tree of the Forest	14%	Iko Leaf	7%	Iko Seed	3%

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 19 Pizona Gil

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	8	392	67	24	20	23	85	205

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	毒40%

Material 1		Material 2		Material 3		Material 4	
Beast Thick Hide	83%	Beast Bone	16%	–	–	–	–

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 20 rg=Row

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	7	190	59	26	21	26	72	71

Stun Resistance	G
Float	○
Recoil	○
Status Abnormality	–

Material 1		Material 2		Material 3		Material 4	
Beast Bone	76%	Beast Thick Hide	23%	–	–	–	–

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 21 rg=Sim

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	8	321	93	24	22	29	80	82

Stun Resistance	F
Float	○
Stagger	○
Status Abnormality	–

Material 1		Material 2		Material 3		Material 4	
Beast Bone	100%	–	–	–	–	–	–

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 2 adobiwal

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	9	297	87	22	21	26	100	141

Stun Resistance	D
Float	○
のけぞり	×
Status Abnormality	–

Material 1		Material 2		素材3		Material 4	
Beast Thick Hide	74%	Young Tree of the Forest	14%	Komona Flower	7%	Komona Seed	3%

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 3 adrog

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	8	145	71	16	22	29	75	86

Stun Resistance	G
Float	○
Stagger	○
Status Abnormality	Freeze 35%

素材1		Material 2		Material 3		Material 4	
Beast Bone	86%	Beast Bone Fragment	8%	Green Stone	4%	–	–

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 4 S rabun

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	10	182	115	33	23	36	95	91

Stun Resistance	G
Float	○
Stagger	○
Status Abnormality	–

Material 1		Material 2		Material 3		Material 4	
Beast Bone	90%	Beast Feather	9%	–	–	–	–

Appearance Map: Altago Plains - Central
Central/Western/Southwestern
By the Lakeside
峡谷
First Appearance Chapter 3

No. 25 adit

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	10	121	75	29	25	56	95	93

Stun Resistance	C
Float	◎
Recoil	○
Status Abnormality	–

Material 1		素材2		Material 3		Material 4	
Komona Flower	90%	Komona Seed	9%	–	–	–	–

Appearance Map: Altago Plain - Central Area / Southwest / Lakeside / Canyon Front
First Appearance Chapter 3

No. 6 antoan

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	10	269	130	50	23	29	100	96

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	–

Material 1		Material 2		Material 3		Material 4	
Beast's Hard Hide	90%	Beast Bone	9%	–	–	–	–

Appearance Map: Altago Plain Central Area / West / Lakeside
Lakeside
First Appearance Chapter 3

No. 7 R ipam

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	11	279	122	34	27	39	104	122

Stun Resistance	E
Float	○
Recoil	○
Status Abnormality	–

素材1		X Material 2		Material 3		Material 4	
Beast Bone Fragment	90%	Beast Bone	9%	–	–	–	–

Appearance Map: Altago Plain West 部 / Southwest / Canyon
First Appearance Chapter 3

No. [redacted]8 Benes

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	12	327	101	28	26	13	129	138

Material 1		Material 2		Material 3		素材4	
Beast's Hard Hide	100%	–	–	–	–	–	–

Stun Resistance	G
Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Cave Passage
First Appearance Chapter 3

No. [redacted]29 obeat

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	11	202	116	62	27	39	110	128

Material 1		Material 2		Material 3		Material 4	
Beast's Body Fluid	100%	–	–	–	–	–	–

Stun Resistance	G
Float	○
Recoil	○
Status Abnormality	–

Appearance Map: Cave Passage
Appears in Chapter 3

No. [redacted]30 onagil

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	11	250	102	27	24	31	115	122

Material 1		Material 2		Material 3		Material 4	
Beast's Body Fluid	71%	Iron Ore	28%	–	–	–	–

Stun Resistance	G
Float	○
Stagger	○
Status Abnormality	–

Appearance Map: Cave Passage
First Appearance Chapter 3

No. [redacted]31 aypamdos

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	13	300	138	47	30	46	144	156

Material 1		Material 2		Material 3		Material 4	
Beast Skin	55%	Beast's Hard Hide	22%	Beast's Claw	22%	–	–

Stun Resistance	E
Float	○
Recoil	○
Status Abnormality	–

Appearance Map: Segram Desert - Northwest
First Appearance Chapter 3

No. [redacted]2 Peaha

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	13	243	127	35	30	5	145	132

Material 1		素材2		Material 3		Material 4	
Beast Bone	71%	Beast's Fang	28%	–	–	–	–

Stun Resistance	F
Float	◎
のけぞり	×
Status Abnormality	–

Appearance Map: Segram Desert Northwest West
First Appearance Chapter 3

No. [redacted]33 tox

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Slash	14	203	137	63	29	40	159	176

Material 1		Material 2		Material 3		Material 4	
Salimera Leaf	90%	Salimera Seed	9%	–	–	–	–

Stun Resistance	F
Float	○
Recoil	×
Status Abnormality	–

Appearance Map: Seglam Desert North West/West/East
First Appearance Chapter 3

No. [redacted]4 Warukes

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
	14	326	156	48	32	49	162	185

Material 1		Material 2		Material 3		素材4	
Beast Feather	66%	Beast Wing	33%	–	–	–	–

Stun Resistance	F
Float	◎
Stagger	○
Status Abnormality	–

Appearance Map: Segram Desert - West Part/East Part
First Appearance Chapter 3

No. [redacted]35 mner

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	15	287	155	82	31	42	183	207

Material 1		Material 2		Material 3		Material 4	
Beast Bone	80%	Sandstone	16%	Red Stone	4%	–	–

Stun Resistance	F
Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Segram Desert East Part
First Appearance Chapter 3

No. [redacted]36 nowider

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	35	5320	483	272	61	103	922	4082

Material 1		素材2		Material 3		Material 4	
Giant Beast Bone	76%	Giant Beast's Spine	23%	–	–	–	–

Stun Resistance	C
Float	△
Stagger	×
Status Abnormality	–

Appearance Map: Segram Desert East (from Chapter 7), Wilderness
First Appearance Chapter 7

No. [redacted]37 udruger

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	36	5980	520	283	67	131	985	3691

Material 1		素材2		Material 3		Material 4	
Giant Beast's Body Fluid	100%	–	–	–	–	–	–

Stun Resistance	B
Float	△
Stagger	×
Status Abnormality	–

Appearance Map: Segram Desert North Western Region (Chapter 7 and beyond) Wilderness
First Appearance Chapter 7

No. [redacted]38 lpio

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	15	260	135	82	33	53	211	198

Material 1		Material 2		Material 3		Material 4	
Beast Bone	71%	Beast's Shell	28%	–	–	–	–

Stun Resistance	F
Float	○
Recoil	○
Status Abnormality	–

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. [illegible]9 [illegible]ekano

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	15	287	122	106	31	42	213	207

Material 1		Material 2		Material 3		Material 4	
Sandpipe Stone	90%	Red Stone	9%	—	—	—	—

Stun Resistance	F
Float	○
This Stagger	×
Status Abnormality	—

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. No 40 Darous

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	16	952	152	89	32	45	253	332

Material 1		Material 2		Material 3		Material 4	
Beast's Large Bone	71%	Beast's Fang	28%	—	—	—	—

Stun Resistance	D
Float	△
Stagger	×
Status Abnormality	—

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. 41 [illegible]raam

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
	15	327	116	53	33	53	214	198

Material 1		Material 2		Material 3		Material 4	
Beast Feather	83%	Beast Bristle	16%	—	—	—	—

Stun Resistance	F
Float	◎
This Stagger	○
Status Abnormality	—

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. 42 [illegible]uzonagil

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
	16	453	119	54	32	45	226	221

Material 1		素材2		Material 3		Material 4	
Beast's Body Fluid	66%	Rotten Water	33%	—	—	—	—

Stun Resistance	F
Float	○
Recoil	○
Status Abnormality	Burn 50%

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. [illegible]3 [illegible]delo

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	16	324	145	69	32	45	232	233

Material 1		Material 2		Material 3		素材4	
Beast Bone Fragment	66%	Beast's Shell	33%	—	—	—	—

Stun Resistance	F
Float	○
Recoil	○
Status Abnormality	—

Appearance Map: Temple of Flame
First Appearance Chapter 3

No. 44 Gluadelo

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	17	410	160	75	34	48	263	372

素材1		Material 2		Material 3		Material 4	
Beast's Large Bone	66%	Beast's Shell	33%	—	—	—	—

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	—

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. [illegible]5 [illegible]eikuru

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	18	309	151	60	38	63	281	276

素材1		素材2		Material 3		Material 4	
Beast Hair	62%	Beast Bone Fragment	6%	Beast's Claw	31%	—	—

Stun Resistance	F
Float	◎
のけぞり	○
Status Abnormality	—

Appearance Map: Underground Sewers
First Appearance Chapter 4

No. [illegible]6 S[illegible]ty

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	18	309	158	123	35	62	285	282

Material 1		素材2		Material 3		Material 4	
Beast's Shell	55%	Beast Bone Fragment	16%	Mudstone	22%	Black Stone	5%

Stun Resistance	F
Float	◎
Recoil	×
Status Abnormality	—

Ex[illegible] Map: Underground Sewers
First Appearance Chapter 4

No. [illegible]7 [illegible]alty=Rega

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	18	701	166	123	36	62	283	290

Material 1		素材2		Material 3		Material 4	
Beast's Shell	55%	Beast Bone Fragment	16%	Mudstone	22%	Black Stone	5%

Stun Resistance	D
Float	◎
Recoil	×
Status Abnormality	—

Appearance Map: Underground Sewers
First Appearance Chapter 4

No. 48 Goldie

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	19	819	169	121	37	54	$303	462

Material 1		Material 2		Material 3		Material 4	
Beast Scale	66%	Beast's Fang	33%	—	—	—	—

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	—

Appearance Map: Underground Sewers
First Appearance Chapter 4

No. [illegible]9 N[illegible]tel

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	20	687	171	83	41	70	317	342

Material 1		Material 2		Material 3		Material 4	
Beast Thick Hide	76%	Beast's Spine	23%	—	—	—	—

Stun Resistance	F
Float	○
Stagger	○
Status Abnormality	—

Appearance Map: Kairos Canyon - South East/Northwest
First Appearance Chapter 5

No. / Name	WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP	Stun Resistance	Float	Stagger / Recoil	Status Abnormality	Material 1	%	Material 2	%	Material 3	%	Material 4	%	Appearance Map	First Appearance
No. [redacted]0 E[redacted]aph		21	633	168	96	43	60	335	569	D	○	Stagger ×	—	Beast's Thin Skin	66%	Beast's Claw	33%	—	—	—	—	Kairos Canyon South, East Area	Chapter 5
No. [redacted]1 [redacted]ufrol	—	21	534	160	96	40	58	333	379	F	○	のけぞり ○	—	Beast Bone	55%	Beast Bristle	16%	Beast Horn	27%	—	—	Kairos Canyon South, East Area/Northwest Area	Chapter 5
No. 52 ardaros	—	22	1410	183	117	41	62	359	630	D	△	"Stagger ×	—	Beast's Large Bone	83%	Light Limestone	16%	—	—	—	—	Kairos Canyon - North west	Chapter 5
No. 53 tollhatom	—	40	4120	501	310	69	119	1272	5072	B	△	This stagger ×	—	Giant Beast Bone	50%	Giant Beast's Spine	50%	—	—	—	—	Kairos Canyon - North Western Region (Chapter 7 and beyond)	Chapter 7
No. 54 epetome	—	23	491	190	92	46	81	372	464	F	○	Stagger ○	毒25%	Beast's Thin Skin	43%	Beast's Fang	13%	Beast Horn	43%	—	—	Sanctuary of the Wind	Chapter 5
No. [redacted]5 E[redacted]el		24	567	167	105	45	85	405	511	F	○	Recoil ○	Petrification 30%	Beast Wing	62%	Beast Bone	18%	Beast Feather	18%	—	—	Sanctuary of the Wind	Chapter 5
No. [redacted]6 [redacted]areda	—	24	872	172	150	44	68	402	537	F	○	Stagger ×	—	Plain Tree	62%	Dead Hardwood	37%	—	—	—	—	Sanctuary of the Wind	Chapter 5
No. [redacted]7 [redacted]atalf		24	567	169	99	48	85	397	496	F	○	Stagger ×	Confusion 30%	Nadori Flower	90%	Nadori's Seed (素材2)	9%	—	—	—	—	Sanctuary of the Wind	Chapter 5
No. [redacted]8 [redacted]rowd	—	25	798	195	106	46	71	431	563	F	○	のけぞり ○	Curse 40%	Beast Bristle	66%	獣の Thin Skin	33%	—	—	—	—	Sanctuary of the Wind	Chapter 5
No. 59 Almora=Hars	王	25	625	197	149	49	89	424	580	F	○	のけぞり ×	—	Iron Ore (素材1)	58%	Light Limestone	35%	White Stone	5%	—	—	Sanctuary of the Wind	Chapter 5
No. 60 Almora=Jix	王	26	973	237	157	49	74	450	928	D	△	Recoil ×	—	Iron Ore	55%	Light Gray Stone	38%	White Stone	5%	—	—	Sanctuary of the Wind	Chapter 5

Monster Data: No.61–No.71

No. 61 Putkeros

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	26	1110	167	181	47	92	0	0

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	G
Float	◎
No[illegible]	○
Status Abnormality	–

Appearance Map: Wind Sanctuary (vs Kav Acheros)

First Appearance Chapter 5

No. 62 Reward = Pier

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	27	1720	272	176	53	96	488	1019

Material 1		Material 2		Material 3		Material 4	
Beast Scale	66%	Beast's Spine	33%	–	–	–	–

Stun Resistance	F
Float	△
Stagger	×
Status Abnormality	–

Appearance Map: Ruins Island Edna's Old Territory (Event Battle)

First Appearance Chapter 6

No. 63 Reward = Haem

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	27	1990	296	176	49	77	503	917

素材1		素材2		Material 3		Material 4	
Beast Scale	66%	Beast's Claw	33%	–	–	–	–

Stun Resistance	F
Float	△
Stagger	×
Status Abnormality	–

Appearance Map: Ruins Island

First Appearance Chapter 6

No. 64 Reward=Ruan

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	27	1440	210	176	53	96	489	815

Material 1		Material 2		Material 3		Material 4	
Beast Scale	66%	Beast's Fang	33%	–	–	–	–

Stun Resistance	F
Float	△
[illegible]	×
Status Abnormality	–

Appearance Map: Ruins Island

First Appearance Chapter 6

No. 65 aton

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	27	751	238	128	53	77	534	679

Material 1		Material 2		Material 3		Material 4	
Beast Bone Fragment	55%	Beast Scale	16%	Beast Horn	27%	–	–

Stun Resistance	F
Float	○
This stagger	○
Status Abnormality	–

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. 66 Latonjignat

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	29	2960	324	194	56	84	666	1628

Material 1		素材2		Material 3		Material 4	
Giant Beast Bone	50%	Beast Scale	25%	Beast Horn	25%	–	–

Stun Resistance	D
Float	△
Stagger	×
Status Abnormality	–

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. 67 Anni

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	27	614	249	176	49	96	493	679

素材1		Material 2		Material 3		Material 4	
Beast's Shell	76%	Heavy Hardstone	23%	–	–	–	–

Stun Resistance	F
Float	○
Recoil	×
Status Abnormality	–

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. 68 ル Ion

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	28	733	266	185	54	100	502	744

Material 1		Material 2		Material 3		Material 4	
Chiguru Fruit	76%	Chiguru Seed	23%	–	–	–	–

Stun Resistance	F
"Float	○
Stagger	○
Status Abnormality	Confusion 40%

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. 69 Ocloo

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	29	1510	273	194	56	104	530	814

Material 1		Material 2		Material 3		Material 4	
Beast Horn	66%	Beast Bristle	33%	–	–	–	–

Stun Resistance	F
Float	○
Recoil	○
Status Abnormality	–

Appearance Map: Edna's Homeland Altaago City Old Town (Event Battle)

First Appearance Chapter 6

No. 7[illegible] Cli[illegible]s

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	29	984	261	138	57	106	582	798

素材1		Material 2		Material 3		Material 4	
Beast's Claw	66%	Heavy Hardstone	26%	Blue Stone	6%	–	–

Stun Resistance	F
Float	◎
Recoil	○
Status Abnormality	–

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. 7[illegible] Ku[illegible]udo

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	29	832	256	158	56	84	530	830

素材1		Material 2		Material 3		Material 4	
Beast's Body Fluid	76%	Chiguru Fruit	23%	–	–	–	–

Stun Resistance	F
Float	○
のけぞり	○
Status Abnormality	–

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. [redacted]2 uyudo = Su

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	30	1520	273	175	58	87	570	889

Material 1		Material 2		Material 3		Material 4	
Beast's Body Fluid	71%	Nadori Flower	21%	Nadori's Seed	7%	–	–

Stun Resistance	F
Float	○
Stagger	×
Status Abnormality	Freeze 35%

Appearance Map: Edna's Homeland

First Appearance Chapter 6

No. [redacted]73 iwald-Gran

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	30	11400	312	268	59	85	777	3114

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
Float	○
Recoil	×
Status Abnormality	–

Appearance Map: Ruins Island (Event Bat (tle)

First Appearance Chapter 6

No. [redacted]4 L ral

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	32	1140	326	172	57	115	800	1058

Material 1		Material 2		素材3		素材4	
Striga Leaf	55%	Striga Seed	16%	Beast's Fang	27%	–	–

Stun Resistance	E
Float	○
Stagger	○
Status Abnormality	毒20%

Appearance Map: Earth Sacred Ground

First Appearance Chapter 7

No. [redacted]75 eda

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	32	789	369	179	61	115	827	1090

Material 1		Material 2		Material 3		Material 4	
Striga Leaf	62%	Striga Seed	18%	Beast Wing	18%	–	–

Stun Resistance	E
Float	○
Stagger	○
Status Abnormality	–

Appearance Map: Earth Sacred Ground

First Appearance Chapter 7

No. [redacted]6 D amlin

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	33	1930	384	222	58	96	843	1152

素材1		素材2		Material 3		Material 4	
Beast Horn	55%	Beast's Spine	27%	Earth Spirit Stone	16%	–	–

Stun Resistance	E
Float	○
Nob	×
Status Abnormality	–

Appearance Map: Earth Sacred Ground

First Appearance Chapter 7

No. [redacted]77 ulbenes

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	33	2850	325	196	57	61	837	1094

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
Float	○
Stagger	○
Status Abnormality	–

Appearance Map: Earth Sanctuary (Primitive Appears in tree sap)

First Appearance Chapter 7

No. [redacted]78 [redacted]y

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	33	1570	354	204	62	119	833	1186

Material 1		素材2		Material 3		Material 4	
Beast's Fang	50%	Beast Bristle	25%	Earth Spirit Stone	25%	–	–

Stun Resistance	E
Float	○
Recoil	×
Status Abnormality	–

Exit Map: Earth Sacred Ground

First Appearance Chapter 7

No. [redacted]79 urwaider

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	34	2210	369	244	61	102	893	1879

Material 1		Material 2		Material 3		Material 4	
Beast Hair	76%	Beast Bristle	23%	–	–	–	–

Stun Resistance	D
Float	△
Recoil	×
Status Abnorma	Increased 100%

Appearance Map: Earth Sacred Ground

First Appearance Chapter 7

No. [redacted]30 [redacted]amjint

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	34	2410	400	191	60	100	889	1327

素材1		素材2		Material 3		Material 4	
Young Tree of the Forest	62%	Petrified Twig	18%	Earth Spirit Stone	18%	–	–

Stun Resistance	E
Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Earth Sacred Ground

First Appearance Chapter 7

No. [redacted]31 lmafroy

WEAK	Lv	HP	STR	DEF	DEX	AGL GOLD EXP	
–	33	827	298	175	62	119 8	1198

Material 1		Material 2		Material 3		Material 4	
Ambuna Fruit	83%	Ambuna Seed	16%	–	–	–	–

Stun Resistance	E
Float	○
Stagger	○
Status Abnormality	–

Appearance Map: "Earth Sanctuary (when equipped with Luminous Stone)"

First Appearance Chapter 7]

No. [redacted]32 almuticar

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Shoot	36	1370	343	211	67	131	982	1476

Material 1		Material 2		Material 3		Material 4	
Fire Shadow Stone	100%	–	–	–	–	–	–

Stun Resistance	E
Float	○
のけぞり	○
Status Abnormality	–

Appearance Map: Flame Sanctuary / Flame 帯 Scorching Chamber

First Appearance Chapter 7

No. 3 Selmouse

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	37	2530	415	276	64	109	1052	1600

Material 1		Material 2		Material 3		Material 4	
Beast Thick Hide	62%	Beast's Spine	18%	Beast's Large Bone	18%	–	–

Stun Resistance	E
Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Flame Sanctuary / Flame Sanctuary Scorching Chamber

First Appearance Chapter 7

No. 34 Seinac

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	38	3100	397	265	66	140	1023	3467

Material 1		素材2		Material 3		Material 4	
Beast's Hard Hide	55%	Beast's Claw	27%	Beast Bone	16%	–	–

Stun Resistance	E
"Float	○
Recoil	×
Status Abnormality	Burn 35%

Appearance Map: Sanctuary of Flame

Appearance Chapter 7

No. 5 Salty=Roar

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	38	1730	397	265	66	137	1025 17	[redacted]

素材1		Material 2		Material 3		Material 4	
Beast's Shell	62%	Beast Bone Fragment	18%	Muddy Diamond	12%	Black Stone	6%

Stun Resistance	E
Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Moonshadow Path

First Appearance Chapter 7

No. 6 Ilarti

WEAK	Lv	HP	STR	DEF	DEX	AGL GOLD EXP 28		
–	39	4660	465	318	67	116	1137	[illegible]

Material 1		Material 2		Material 3		素材4	
Giant Beast Bone	50%	Beast's Shell	25%	Giant Beast's Spine	25%	–	–

Stun Resistance	C
"Float	△
Recoil	×
Status Abnormality	–

Appearance Map: Moonshadow Path

First Appearance Chapter 7

No. 87 Lud Faction Dragon Knight

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	40	4610	343	288	74	119	0	3043

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	E
Float	○
Recoil	×
[Status Bear Abnormality]	–

Appearance Map: Kairos Village (Event Battle)

First Appearance Chapter 7

No. 8 Listeri

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	40	1140	427	252	69	119	1283	2029

素材1		Material 2		Material 3		Material 4	
Wind Cloud Stone	76%	Iron Ore	23%	–	–	–	–

Stun Resistance	E
Float	○
Stagger	○
Status Abnormality	–

Appearance Map: Sanctuary of Wind

First Appearance Chapter 7

No. 9 Fsetikar

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
[illegible]	40	1230	438	249	69	148	1297	2069

Material 1		Material 2		Material 3		Material 4	
Wind Cloud Stone	100%	–	–	–	–	–	–

Stun Resistance	E
Float	
Recoil	○
Status Abnormality	–

Appearance Map: Wind Sanctuary / Wind Spirit Field Main Hall

First Appearance Chapter 7

No. 90 andel

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Hit	41	1700	462	322	70	123	1349	2192

Material 1		素材2		素材3		素材4	
Iron Ore	71%	Wind Cloud Stone	21%	White Stone	7%	–	–

Stun Resistance	E
Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Wind Sanctuary / Wind Spirit Site・Main Hall

First Appearance Chapter 7

No. 1 Kuesel

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	41	2220	481	299	75	152	1371	2302

Material 1		Material 2		Material 3		Material 4	
Beast Thick Hide	41%	Thin Skin of	25%	Beast's Large Bone	12%	Beast Horn	20%

Stun Resistance	E
"Float	○
"Stagger	○
Status Abnormality	–

Appearance Map: Wind Sanctuary / Wind Sanctuary Main Hall

First Appearance Chapter 7

No. 92 iokarp

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Sho	[redacted]	2310	440	286	77	126	1417	3196

Material 1		素材2		Material 3		Material 4	
Beast Feather	55%	Beast Wing	16%	Beast's Fang	27%	–	–

Stun Resistance	D
Float	○
"Stagger	×
Status Abnormality	毒20%

Appearance Map: Wind Sanctuary Main Hall

First Appearance Chapter 7

No. 93 isteries

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	42	3930	498	294	78	123	1427	3551

Material 1		Material 2		Material 3		Material 4	
Wind Cloud Stone	71%	Iron Ore	21%	Beast's Body Fluid	7%	–	–

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	混乱35%

Appearance Map: Wind Sanctuary Abyssal Chamber

First Appearance Chapter 7

No. 4 R ofalga

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	42	27400	478	367	77	126	0	11837

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	C
"Float	×
Recoil	○
Status Abnormality	–

Appearance Map: Wind Sanctuary of the Giant Bird Statue (Event Battle)

First Appearance Chapter 7

No. 5 R preticar

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
	43	1290	475	285	74	161	1774 2554	

Material 1		Material 2		Material 3		Material 4	
Seabell Stone	100%	–	–	–	–	–	–

Stun Resistance	E
Float	◎
Stagger	○
Status Abnormality	–

Appearance Map: Sanctuary of the Sea

First Appearance Chapter 8

No. 6 E ria

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
Strike	43	1570	456	324	78	130	1785	2631

Material 1		Material 2		Material 3		Material 4	
Beast's Shell	76%	Beast Bone	23%	–	–	–	–

Stun Resistance	E
Float	◎
Recoil	×
Status Abnormality	–

Appearance Map: Altago City・Al tago Port (Event Battle) Sea Sanctuary/ Sea Sanctuary Main Hall

First Appearance Chapter 8

No. 97 Ednapiriod

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	44	4260	492	380	75	133	1837	3443

Material 1		Material 2		素材3		素材4	
Beast's Shell	55%	Seabell Stone	16%	Beast's Claw	27%	–	–

Stun Resistance	D
Float	△
Recoil	×
Status Abnormality	–

Appearance Map: Altago City・Al Tago Port (Event Battle) Sea Sanctuary

First Appearance Chapter 8

No. 8 S irarints

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	44	1340	453	336	80	133	1858	2754

Material 1		素材2		Material 3		Material 4	
Beast Scale	66%	Beast Horn	33%	–	–	–	–

Stun Resistance	E
Float	○
"Stagger	×
Status Abnormality"	–

Appearance Map: "Sea Sanctuary / Sea Sanctuary 場・Main Hall

First Appearance Chapter 8

No. 9 S illcry

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
斬	45	2310	449	340	82	137	1913	3800

Material 1		Material 2		素材3		Material 4	
Beast Scale	66%	Beast's Fang	33%	–	–	–	–

Stun Resistance	D
[Float]	△
Stagger	×
Status Abnormality	–

Appearance Map: Sea Sanctuary Main Hall

First Appearance Chapter 8

No. 100 Werk

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
斬	46	2080	505	353	78	174	1905 31	

Material 1		Material 2		Material 3		Material 4	
Beast's Soft Hide	66%	Beast's Spine	33%	–	–	–	–

Stun Resistance	E
"Float	○
Stagger	×
Status Abnormality	–

Appearance Map: Sea Sanctuary・Main Hall Spiral Corridor

First Appearance Chapter 8

No. 101 Seadamlin

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	47	1840	461	661	80	178	0	0

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
"Float	◎
Recoil	○
Status Abnormality	–

Appearance Map: Sea Sanctuary Dragon Chamber (vs O=Bayron)

First Appearance Chapter 8

No. 102 Gianatorel

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	49	5180	627	448	83	151	2333	7970

Material 1		素材2		Material 3		Material 4	
Beast Hair	58%	Beast Bristle	17%	Giant Beast Bone	23%	–	–

Stun Resistance	D
"Float	△
Recoil	×
Status Abnormality	–

Appearance Map: Soul Well Upper Layer

First Appearance Chapter 10

No. 103 S lcrow

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
	48	1910	608	357	87	183	2222 37	

Material 1		Material 2		Material 3		Material 4	
Beast's Large Bone	66%	Beast's Claw	33%	–	–	–	–

Stun Resistance	E
Float	◎
Stagger	○
Status Abnormality	–

Appearance Map: Soul Well Upper Layer

First Appearance Chapter 10

No. 104 Abyss Seina

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	49	2340	604	385	83	187	2353	4981

Material 1		素材2		Material 3		Material 4	
Beast's Hard Hide	50%	Beast's Thin Skin	20%	Beast Bone	15%	Beast's Claw	15%

Stun Resistance	E
Float	○
Recoil	×
Status Abnormality	Freeze 35%

Appearance Map: Soul Well Upper Layer

First Appearance Chapter 10

No. 105 Diabolg

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	50	5380	857	427	84	155	2412	10712

Material 1		Material 2		Material 3		Material 4	
Moonstone	45%	Soul Source Stone	18%	Beast's Fang	13%	Giant Beast's Spine	22%

Stun Resistance	D
Float	○
Stagger	×
Status Abnormality	—

Appearance Map: Soul Well Upper Layer
First Appearance Chapter 10

No. 106 Nornarl

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	51	2140	745	453	91	196	2451	4605

Material 1		Material 2		Material 3		Material 4	
Moonstone	76%	Soul Source Stone	23%	—	—	—	—

Stun Resistance	E
Float	◎
Stagger	×
Status Abnormality	—

Appearance Map: Soul Well Upper Layer/Middle Layer
First Appearance Chapter 10

No. 107 Soramujinto

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	52	3020	612	421	87	162	2531	6184

Material 1		Material 2		Material 3		Material 4	
Petrified Twig	57%	Crystallized Branch	28%	Moonstone	11%	Soul Source Stone	2%

Stun Resistance	E
Float	○
Recoil	×
Status Abnormality	—

Appearance Map: Soul Well Upper Layer/Middle Layer
First Appearance Chapter 10

No. 108 Tram = Garem

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	52	5790	662	468	88	158	2601	9895

Material 1		Material 2		Material 3		Material 4	
Beast Skin	76%	Beast Bone Fragment	23%	—	—	—	—

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	—

Appearance Map: Soul Well Upper Layer
First Appearance Chapter 10

No. 109 Nekuru

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	54	3680	677	459	90	210	2643	7132

Material 1		Material 2		Material 3		Material 4	
Giant Beast Bone	50%	Beast Horn	25%	Beast Claw	25%	—	—

Stun Resistance	E
Float	○
Stagger	○
Status Abnormality	—

Appearance Map: Soul Well Middle Layer/Lower Layer
First Appearance Chapter 10

No. 110 Grunous

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	55	5590	724	474	92	173	2714	[illegible]

Material 1		Material 2		Material 3		Material 4	
Giant Beast Bone	55%	Beast Scale	27%	Giant Beast's Spine	16%	—	—

Stun Resistance	D
Float	△
Recoil	×
Status Abnormality	—

Appearance Map: Soul Well Middle Layer
First Appearance Chapter 10

No. 111 Setafis

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	54	1540	577	445	96	210	[illegible]	7132

Material 1		Material 2		Material 3		Material 4	
Moonstone	76%	Beast Bone Fragment	23%	—	—	—	—

Stun Resistance	E
Float	○
Recoil	○
Status Abnormality	—

Appearance Map: Soul Well Middle Layer
First Appearance Chapter 10

No. 112 Aldofa

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	57	11400	739	545	101	181	2832	17634

Material 1		Material 2		Material 3		Material 4	
Giant Beast Bone	50%	Beast's Fang	25%	Giant Beast's Spine	25%	—	—

Stun Resistance	D
Float	△
Recoil	×
Status Abnormality	—

Appearance Map: Soul Well Lower Layer
First Appearance Chapter 10

No. 113 Lukfeet

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	56	2120	691	471	99	220	2858	8217

Material 1		Material 2		Material 3		Material 4	
Beast Skin	50%	Thin Skin of	25%	Beast's Claw	25%	—	—

Stun Resistance	E
Float	○
Recoil	○
Status Abnormality	—

Appearance Map: Soul Well Lower Layer
First Appearance Chapter 10

No. 114 ~Horned Beast ≪Valkirios≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	32	[illegible]	414	[illegible]	[illegible]	[illegible]	0	4762

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	A
Float	△
Stagger	×
Status Abnormality	—

Appearance Map: Outside Altago Plains
First Appearance Chapter 2

No. 115 Sand Eater ≪Sodiorum≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	40	27800	427	288	69	119	0	12174

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	B
Float	△
のけぞり	×
Status Abnormality	—

Appearance Map: Segram Desert・Divine
First Appearance Chapter 3

No. 116 Earthworm ≪Miriwurdu≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	47	46600	658	443	85	178	0	30989

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	A
Float	○
This stagger	×
Status Abnormality	—

Appearance Map: Segram Desert - Outside
Removed
First Appearance Chapter 3

No. 117 Twin-headed Turtle ≪Verkurea≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	4	4060	41	19	11	10	0	878

[Materials 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	A
Float	×
のけぞり	×
Status Abnormality	—

Appearance Map: Shrine of Beginnings
First Appearance Chapter 1

No. 118 Great Fang Boar ≪Esgarion≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	6	3550	63	31	17	21	0	979

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	C
Float	◎
Recoil	×
Status Abnormality	—

Appearance Map: Shanua Forest • Vacant Land
First Appearance Chapter 2

No. 119 Great Winged Insect ≪Zeranfis≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	10	4010	92	48	23	36	0	1933

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	A
Float	×
Recoil	×
Status Abnormality	—

Appearance Map: Great Tree of Shanua
First Appearance Chapter 2

No. 120 Rock Beast Demon ≪Guildaros≫

WEAK	Lv	HP	STR DEF DEX			AGL	GOLD	EXP
—	13	9170	8 632			32	0	938

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	A
Float	○
Stagger	×
Status Abnormality	—

Appearance Map: Cave Passage
First Appearance Chapter 3

No. 121 Fire-Eating Bird ≪Stollbram≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	17	12400	166	101	35	71	0	2482

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

"Stun Resistance	A
Float	◎
Recoil	×
Status Abnormality	—

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. 122 Guardian ≪Revard Garem≫

WEAK	Lv	HP STR DEF DEX AGL GOLD						EXP
—	19	17600 20 116 3654					0	4933

素材1		Material 2		Material 3		素材4	
—	—	—	—	—	—	—	—

Stun Resistance	A
Float	×
のけぞり	×
Status Abnormality	—

Appearance Map: Temple of Fire
First Appearance Chapter 3

No. 123 Underground Crab ≪Varisarti≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	21	18000	181	154	51	38	0	3418

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	B
Float	×
Recoil	×
Status Abnormality	—

Appearance Map: Underground Sewers - Deepest Part
First Appearance Chapter 4

No. 124 Black Mercenary ≪Gash≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	22	5490	210	117	45	77	0	3362

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	D
Float	◎
Stagger	×
Status Abnormality	—

Appearance Map: Kairos Canyon - North West
First Appearance Chapter 5

No. 125 Frenzied Bird ≪Kavakeros≫

WEAK	Lv	HP	STR DEF DEX			AGL	GOLD	EXP
—	27 3320	284 205 4				96	0	10871

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	C
Lift up	×
This Stagger	×
Status Abnormality	—

Appearance Map: Sanctuary of the Wind
First Appearance Chapter 5

No. 126 Demon King Octopus ≪Abariel≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
—	31	37000	326	221	49	68	0	15536

Material 1		Material 2		Material 3		Material 4	
—	—	—	—	—	—	—	—

Stun Resistance	D
Float	×
Recoil	×
Status Abnormality	—

Appearance Map: Sea Altar
First Appearance Chapter 6

No. 127 Mad Sword Beast ≪Existrooga≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	31	7440	326	172	59	90	0	9710

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	C
Float	×
This stagger	×
Status Abnormality	–

Appearance Map: "Arena
First Appearance Chapter 6

No. 128 Earth Dragon "Rada=Manju"

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	35	48500	433	254	59	78	0	23132

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	AAA
Float	×
Stagger	×
Status Abnormality	–

Appearance Map: Earth Sanctuary Inner Depths
First Appearance Chapter 7

No. 129 Flame Dragon "Ang=Bar"

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	39	90900	502	307	60	88	0	31900

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
Float	×
Recoil	×
Status Abnormality	–

Appearance Map: Flame Sanctuary Inner Depths
First Appearance Chapter 7

No. 130 Wind Dragon ≪Mu=Anti≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	43	75100	497	330	87	192	0	45984

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
"Float	×
Recoil	×
Status Abnormality	–

Appearance Map: Wind Sanctuary Deepest Part
First Appearance Chapter 7

No. 131 Sea Dragon 《O=Bayron≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	47	106000	503	[illegible]	80	127	0	68864

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	AA
Float	×
Recoil	×
Status Abnormality	–

Appearance Map: Sea Sanctuary Deepest Part
First Appearance Chapter 8

No. 132 Moon Dragon ≪Ze=Karios≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	49	92800	701	425	85	241	0	79707

Material 1		Material 2		Material 3		Material 4)	
–	–	–	–	–	–	–	–

Stun Resistance	AA
Float	×
This stagger	×
Status Abnormality	–

Appearance Map: Moon Sanctuary
First Appearance Chapter 9

No. 133 Fallen Warriors ≪Dragres≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	53	6074	[illegible]	[illegible]	[illegible]	[illegible]	7123	53143

Material 1		素材2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	C
"Float	○
Recoil	×
Status Abnormality	–

Appearance Map: Well of Souls Middle Layer
First Appearance Chapter 10

No. 134 Bipolar Knight ≪Syas≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	58	99500	677	[illegible]	[illegible]	[illegible]	[illegible]	151348

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	AA
Float	
Recoil	×
Status Abnormality	–

Appearance Map: Well of Souls Deepest Part
First Appearance Chapter 10

No. 135 Priestess of Doom ≪Tialna≫

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	59	36600	618	540	104	234	0	162342

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
Float	○
Knockback	×
Status Abnormality	–

Appearance Map: Well of Souls End
First Appearance Chapter 10

No. 136 Audreven

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	58	9180	625	530	103	185	0	0

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	D
Float	○
Recoil	×
Status Abnormality	–

Appearance Map: Well of Souls End Battle (vs Tialna)
First Appearance Chapter 10

No. 137 Lul=Berial

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	59	16200	753	556	87	144	0	0

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	AAA
Float	×
Recoil	×
Status Abnormality	–

Appearance Map: Well of Souls End Room (vs Lul=Ende [3])
First Appearance Chapter 10

No. 138 Ancient Principle ≪Lul=Ende≫[1]

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	57	83600	779	597	86	138	0	176346

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	AAA
Float	×
Stagger	×
Status Abnormality	–

Appearance Map: Well of Souls End of
Room
First Appearance Chapter 10

No. 139 Ancient Principle ≪Lulu=Ende≫[2]

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	58	99500	850	626	87	141	0	189185

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	B
Float	×
Recoil	×
Status Abnormality	–

Appearance Map: Well of Souls End of
Room
First Appearance Chapter 10

No. 140 Ancient Principle ≪Lulu=Ende≫[3]

WEAK	Lv	HP	STR	DEF	DEX	AGL	GOLD	EXP
–	59	177000	812	559	89	144	0	202928

Material 1		Material 2		Material 3		Material 4	
–	–	–	–	–	–	–	–

Stun Resistance	D
Float	×
Recoil	×
Status Abnormality	–

Appearance Map: Well of Souls End of
Room
First Appearance Chapter 10

Altago's Five Great Dragons - Setting Image 1

The Five Great Dragons of Altago, which play an important role in the story of this work and emit an overwhelming presence. Regarding these five powerful dragons, we will release setting images created during the development stage.

Ys SEVEN The Complete Guide

Ys SEVEN The Complete Guide

STAFF

Director
Dengeki Strategy Guide Editorial Department (Mikio Katai)

Editor
Yamaneko Co., Ltd. (Makoto Ishida)

Writer
ATEAM (Tomomichi Kuroda) / Tetsuya Yoshikawa / Sumichi Kuromine

Designer
Yamaneko Co., Ltd. (Koji Tomihata / Yuya Kasai)

Design Assistant
Yasutaka Oguchi / Yoshiyuki Hasebe

Cover Designer
K Plus artworks Co., Ltd. (Hiroaki Kobayashi)

Producer
Dengeki Strategy Guide Editorial Department (Issei Miyamoto)

Coordinator
Dengeki PlayStation Editorial Department (Midou Nishioka)

Special Thanks
Nihon Falcom Corporation

Publication
First Edition Published on September 17, 2009

Publisher
Kiyoshi Takano

Publishing Office
ASCII Media Works Inc.
4-34-7 Nishi-Shinjuku, Shinjuku-ku, Tokyo 160-8326
TEL.03-6866-7509 (Editorial)

Publisher
Kadokawa Group Publishing Inc.
2-13-3 Fujimi, Chiyoda-ku, Tokyo 102-8177
TEL.03-3238-8605 (Sales)

Printing Company
Tosho Printing Co., Ltd.

Book Design
K Plus artworks Co., Ltd. (Hiroaki Kobayashi)

©Nihon Falcom Corporation.All Rights Reserved.

©2009 ASCII MEDIA WORKS

"PlayStation" is a registered trademark of Sony Computer Entertainment Inc.

Printed in Japan

ISBN978-4-04-868107-0 C0076

Except as stipulated by law, this book may not be reproduced or copied.
Defective or misprinted copies will be replaced.
Please specify the name of the bookstore where you purchased the book and send it to the Production Management Department of ASCII Media Works Inc.
We will replace it at our expense for shipping.
However, if you purchased this book at a secondhand bookstore, it cannot be replaced.
The fixed price is displayed on the cover.

※We do not accept any telephone inquiries regarding the contents of this book (such as攻略法). Thank you for your understanding.

This product is licensed by Nihon Falcom Corporation.

©2009 Nihon Falcom Corporation. All rights reserved.

ISBN978-4-04-868107-0
C0076 ¥1700E

9784048681070

1920076017001

ASCII MEDIA WORKS

Published by ASCII Media Works

List Price: Base Price 1,700 yen

* Consumption tax will be added separately